July 1987 £1

# COMMODORE USER

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MORE HARD-HITTING POCKET-SAVING-STRAIGHT TALKING-REVIEWS




## SEASIDE INVASION

WE HIT THE COASTAL COIN-OPS

## WIZBALL

MAPPED 'N' TIPPED

## OINK!

PIG-BAG OF PRIZES

THING • BOINKED!

WONDER BOY • WIMPS-IN!

THE LAST NINJA • KILLER!

METROCROSS • STOKED-OUT!

AMIGA WORLD GAMES • WICKED!

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# CONTENTS




★ The Last Ninja? Hopefully not.

## JULY

## SPECIALS



▲ Arcade games at the end of the pier — CU Special Investigation.






## ED'S BIT ON THE SIDE

What happened to CU in June was the subject of many a letter this month. We were late. I can't deny it, but I can apologise for it. It was the supplement you see — 24 extra pages for no extra cost stretches our resources a bit. As for the mistakes, we've had some problems lately — like how did our *Enduro Racer* picture get into *SDI*? That's what we asked! The CU crew have been scouring the seaside arcades to find out what's hot and what's not at a seaside near you. Mike Pattenden reviews the new (as yet unreleased) game from Elite and buys himself an XR3 (with electric windows). I take on Marillion keyboard player Mark Kelly at *Combat School*, and we have a super- dooper free pull-out poster. It's devoted to *Stationfall* — "the best adventure game I've ever played" says Valley's Keith Campbell. I'm off to Portugal now — for two weeks of sea, sand, beer and — do they have coin-ops in the Algarve? I'll tell you next month . . .

The Ed.

## SCREEN SCENE





▲ Trio — scoop review of Elite's latest.




▲ Skateboarding in Metrocross.



◀ I-I-I-I ball— Cheapo of the Month is back.



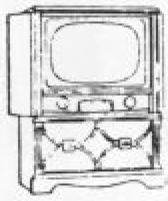

★ World Games— complete with stereo sound.


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Cover Illustration: Jerry Paris

60,848
July-Dec 1986

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# Letters



## Chart pap

● How come that so many "stupid" letters enter these pages? After all you state that your letters bag is bulging. Is the quality that low?
(*well . . . Ed*)

I take D. Brown's letter (April edition this year) as an example. Several readers seem to get frustrated when a game climbs high in the chart even though CU gave it a low grade overall. Gee, have you heard of music charts, boys?? The single at the top is the best, right?? Furthermore the writer asks you to "try and fix this". Please do not!!

CU grades in accordance to quality. The charts aren't worth a damn thing, because then we could risk buying a game like '*Ninja Master*' (YUK).

*Harold Brandshøi*
*Husøysund*
*Norway.*

**We'd say the software chart is a better indication of quality than the music one where not only can any drivel make the Top Twenty, but it makes up most of it too. We do our best to help you all spend your money wisely. if you can't listen — well don't come whinging to us.**

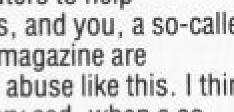


## Humble Pie

● While reading the review of *Wiz-Ball* in your June issue, I was quite distressed at the language used by Mike Pattenden. He referred to Zark as a miserable old 'GET'. Now I wasn't really bothered about that, but the language that followed was disgusting. Mike Pattenden informed us readers that 'Wiz' turned out to be a bit of a 'SPAZZ' when on the ground. Now what kind of plonker uses offensive language like that? Does this so-called journalist have to use words like this? People could buy this magazine and have spastic relatives or friends. A lot of spastic or handicapped children use computers to help themselves, and you, a so-called computer magazine are publishing abuse like this. I think that it is very sad, when a so-called journalist can't think of anything better to say than 'SPAZZ'. I hope other readers agree that what I say is right. I think its a shame as well because C.U. is a great mag. I do hope that this never happens again.

*Matthew Cullen,*
*Aintree, Liverpool.*

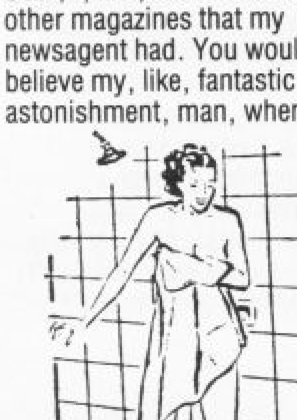
**Gulp! Please accept my heartfelt apologies. In no way did I intend to cause any offence or mean to imply any disrespect to disabled people. I accept that 'Spazz' is a corruption of spastic "but did not intend the word to cause upset or use it to be shocking. Nevertheless I make no apologies for writing in a down-to-earth style. The use of such language might be termed 'vernacular". There, now you've made me get all pretentious and literary!**



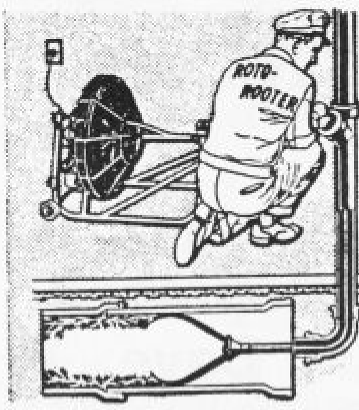
## Like awesome!

● Being an adventure fan, psychotic deviant and college student, I, like, read your totally awesome INTO THE VALLEY in Commodore User each month, and it's like, staggeringly brilliant. You beat all the other scuzzball adventure writers to an incredibly small pulp, man.

During an amazingly ordinary visit to my local newsagent to pick up the latest unbelievably instructive copy of Commodore User, I, like, took a look at the other magazines that my newsagent had. You wouldn't believe my, like, fantastic astonishment, man, when I opened C&VG to spot with my very own, like, eyes that Keith Campbell was writing a column in this. I found this information unbelieveably astonishing.



What an incredibly rip-off,



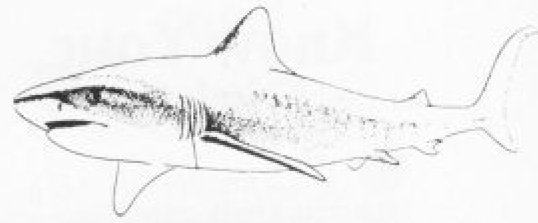

man!. The name of you and this scuzzball is incredibly similar. I felt I had to, like, inform you that some utterly filthy dirtball is parading under your name; no doubt, in a hope of gaining some totally unsuspecting and gullible readers to think he is actually you. However, reading this dirtwad's column in C&VG, I can confirm that you have nothing to worry about, man. His column was, like, really inferior merchandise. He appears totally stupid, unlike you, who is, like, unbelievably clever. His writing is unbelievably dull and totally grotesque whereas your epics are pretty amazing and totally mind-boggling and everything.

For a start, he claims that people writing in and him replying is the best part of his job. HONEST!! Everyone knows it's the megacreds you, earn, man.

Well, after finishing reading I was so utterly offended the scumbag should get away with this abominably terrible crime that I nuked the newsagent. I now suggest you take, like, instant revenge. 'But, like, how, man?', I hear you ask in an incredibly confused voice. Buy a thorium bomb and teach him a lesson. Do this by dropping the bomb where he works, which, by another astonishing rip-off, is the same as the one you work at. So drop that bomb today. That scuzzball deserves everything he gets.

*Ernest E. Quinch*
*8 Gotterdammerung Cresent,*
*Another Planet,*
*Another Time.*

**Like, your letter came as a total surprise man. Whatta totally awesome claim, if we catch the bozo we'll waste him with our thermo bozooka..**



## Traitorous CU

● This is the first time that I've had to complain about your brilliant magazine (*there's always a first time but make it your last: Ed*) which I've been reading for about three years (since I've had my 64).

Well to the point, I was reading your 'May' edition when I found, not far from the beginning, an advert to sell STs. Yes an ST advert. At first I checked whether this was Commodore User, it was. What are you trying to do put Commodore out of business. Why don't you advertise AMIGAS?

Unless you're traitors do something useful for Commodore and not for atark (what a shame I spelt it wrong).

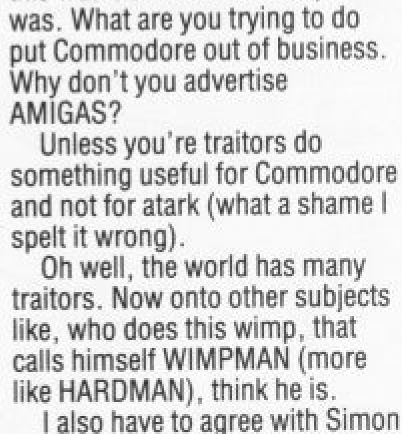
Oh well, the world has many traitors. Now onto other subjects like, who does this wimp, that calls himself WIMPMAN (more like HARDMAN), think he is.

I also have to agree with Simon Pepper, who asks if you can have a 'Play to Win' section for the arcades.

I hope that I don't have to complain again, because I have enjoyed your magazine.

*Panos Aristidou,*
*Epsom, Surrey.*

**Whatdyawarnus to do go out of business? No ads — no mag (*top right — Ad Man*) if Commodore don't want to advertise the Amiga, they're stoopid. Next!**



**Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**

# Letters



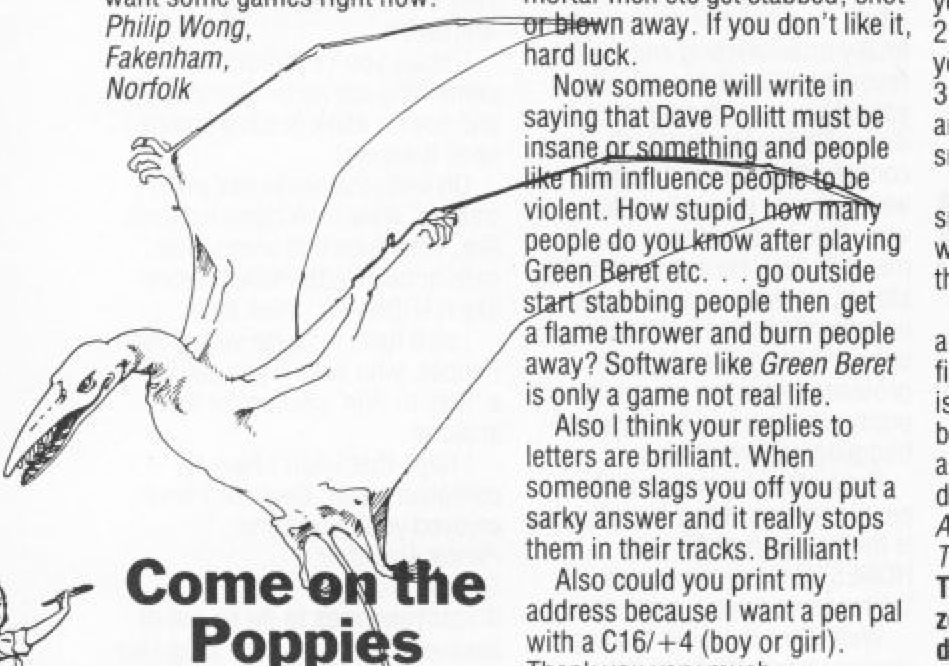
## Know Your Rights

In last month's CU I read a letter from a freak called Mark Utting from Fakenham where I live, but I've never met this guy before, I just hope he ain't a hunky person or I'll be dead meat because he won't like this one bit.

Mark I think your parents are very selfish indeed. They have no rights on whatever you are doing in your own bedroom (that sounds a bit rude) if they buy a 64 for you then it's up to you what you want to do with it, they can't stop you, mine don't.

Mark you should show this to your mum and say "Hey, mum there's a cool freaky kid called Philip in our town who gets a game every week. So come on I want some games right now."

*Philip Wong,*
*Fakenham,*
*Norfolk*





## Come on the Poppies

As I was reading your May issue of Commodore User I came across the game "FA Cup Football 87" when to my surprise I saw my town on the screen shot. Kettering v Blackburn. To my dismay we lost 3-5. I would have thought that we could have won as our football team "The Poppies" hardly ever win.

Anyway how did Virgin pick Kettering to appear on the game as it is not exactly a very famous town? Or did Mike Pattenden pick "Kettering"? Did he once live in Kettering or does he know the town Kettering from somewhere or does he support the Kettering Town Poppies?

*Cheryl Beety*
*Kettering,*

**Dear Cheryl baby, I'm sorry to disappoint you but I'm a lifelong Hammers fan and have never been to Kettering — even in my dreams. What division are they in? (Mike)**

## Depraved Dave

Why does everyone have to slag off violent games. I myself think games like Green Beret are very good, so what if all the mortar men etc get stabbed, shot or blown away. If you don't like it, hard luck.

Now someone will write in saying that Dave Pollitt must be insane or something and people like him influence people to be violent. How stupid, how many people do you know after playing Green Beret etc. . . go outside start stabbing people then get a flame thrower and burn people away? Software like *Green Beret* is only a game not real life.

Also I think your replies to letters are brilliant. When someone slags you off you put a sarky answer and it really stops them in their tracks. Brilliant!

Also could you print my address because I want a pen pal with a C16/+4 (boy or girl). Thank you very much.

*Dave Pollitt*
*Timperley*

**Blimey, who'd want to write to you, you're a psychopath!**

## Choke on it

After reading your article on "coin-ops under fire" I was horrified, shocked and very angry (I have already broken two pens writing this).

Who the hell does councillor Davis think he is trying to restrict and no doubt cripple arcades because of some ruling in 1909? How idiotic can you get, arcades are fun, exciting and if only for a little while make you forget your worries. I certainly haven't lost any friends because of suicide. I'm not truant or a thief and neither are my friends. We enjoy arcades, yet we realise the importance of school.

Here is my own finding. No doubt Mr Davis loves a smoke like most MPs, well how about taking Mr Davis up on the *Control of Pollution Act 1956* which states no pollution may enter the atmosphere. Cigarettes are a form of pollution, so why don't we take this to the courts. To support my case here are some facts:

1. Thousands of people die every year because of smoking.
2. People waste money every year on cigarettes.
3. Even people who don't smoke are affected by another people's smoking habits.

No doubt, if Mr Davis does smoke he treats it as a leisure and would never give it up. Even though it's a filthy habit.

Arcades are fun, entertaining and amusing. Cigarettes are just a filthy drug, why councillor Davis is trying to cripple arcades is beyond me. Why doesn't he try and deal with rapists, and depraved scum like that instead.

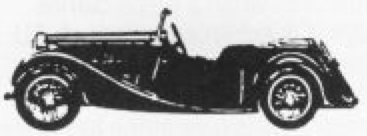
*A. Potter,*
*Tideford.*

**The C.U. office is a smokeless zone (except for the advertising dept where Scrivo keeps Silk Cut shares healthy even if he isn't.) We say ban councillor Davis.**

## Coin-ops

I was deeply concerned when I read your "Coin-Ops Under Fire" feature in the May issue. My opinion is that Councillor Davis and his colleagues think they have cottoned on to a great vote catcher — "helping" the young. However, since under-16s don't vote, they are in the worst possible position to be in when it comes to fighting back against unjust legislation and uninformed bureaucrats. You know the story, I'm older, therefore I'm wiser than you are.

The argument put forward is that "fruit machines encourage gambling, fruit machines are bad". I would agree with that, but why are coin-ops included in this category? Councillor Davis slams fruit machines because they are a form of gambling then says that coin-ops are worse because you can't gamble with them. The Chambers Twentieth Century Dictionary definition of "gambling" is "playing for money", which we all know you can't do with a coin-op. Is Councillor Davis really saying, we don't approve of arcades, but if you must go into one, play the fruit machines, not the coin-ops?

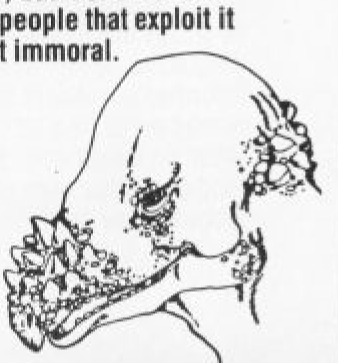


I think that attitudes such as those held by Councillor Davis are dangerous ones. If he succeeds in legislating against coin-ops, how long will he be satisfied? If his opinion is that coin-ops are a form of cinema, and can be classified accordingly, it won't take him long to try to extend this into the home. After all, videos use the same classification system as cinemas do. My Commodore 64 games are, like coin-ops, made up of an "exhibition of moving pictures" If a similar system is used, the choice of games available to under-16s is going to become very limited: of the 23 games in May's Screen Scene, only three are devoid of any form of violence and would be 'safe' to sell to anyone. And one of these, *Auf Wiedershen Monty*, encourages villainy. Far fetched? Don't you believe it. Can you imagine what a censor would think of *Shockway Rider?*

P.S. Will I need an attendant to point out the fire exits when I'm having a nice, safe game of *L.A. Swat* on my 64?

*Gordon Allan,*
*Rosshire,*
*Scotland*

**You've got to realise that there are a lot of people who just don't understand and simply don't care. The moral ticket is a great vote catcher, but it often turns out that the people that exploit it are the most immoral.**






# Warm welcome

I opened your exciting May issue of C.U. to find that the Ed had a 'bit on the side'. In it Ed introduced a certain Nick Kelly. CU's new staff writer has now taken over BUZZ and ARCADES. To me, that came as a shock (at first). How could this intruder be good enough to write BUZZ and the ARCADES for such an excellent mag like CU? As for "Fat Lady Sings" — you're right, Ed never heard of them.

Apprehensively I turned to BUZZ and read right through to the end and was quite depressed, then I read the ARCADE pages, to see what this smart alec had written. Surprisingly I found it interesting and enjoyed reading it, and it was well written. I was wrong all along about Nick, so I'd like to say sorry to Nick for misjudging him. Overall, I think that the Ed employed a very good staff writer. Not only is Nick a good staff writer, but he is probably taking a load off Mike's back. I welcome Nick to CU (I'm sure many others would too) I hope Nick that you keep up the good work.

*Sunil Nar*
*Birmingham.*

**Thank you so kindly (NK)**



# Pop at pop

I felt I must write in to "Mr Pop Pop" and lay down a few facts. First of all, I have a recorded IQ of 140 but I think the Play to Win section is brilliant. Most games these days are far too difficult to complete, others take far too long and others have been cloned so much they are just not worth bothering with.

Secondly, does he realise how difficult it is to release a magazine of an average 100 pages EVERY month and let no mistakes slip through?

Lastly, what does the fool mean by pornographic? I've been reading CU for over a year now and haven't seen anything filthy or erotic in it, he must have taken a dose of heroin and been to the pearly gates of oblivion, to write such rubbish about what must be the best Commodore magazine on the shelves today.

*Matthew Haggar,*
*Dinnington,*
*S. Yorkshire*

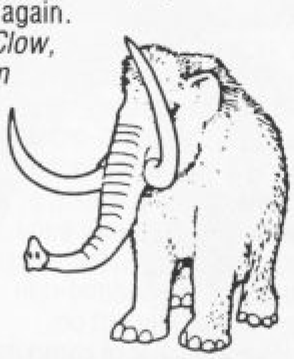


# Computer widow

My husband spends every spare second playing his Commodore. So once every month he'll get this magazine and for one whole evening he sits with me and we read this magazine together. He actually talks to me! We discuss your reviews and decide the next game he is going to buy.

The next day it is back to normal he goes back to his cupboard with his magazine. The adverts for new games goes up on the wall and he plays his games again.

*Diane Clow,*
*Feltham*



**Why not follow the example of our lady reader last month who walloped her husband at every game? He might talk to you more often, even if it's only to ask you how to play the games.**

# Shorter still

It isn't now D. Coles of Gloucester.

*David Machin,*
*Rotherham*

**I believe this refers to the shortest letter we ever printed in the May issue. Somehow we feel the record could be broken still further.**

# Request spot

I am not going to be like the usual readers. They must swear, criticise or congratulate you. I am going to give you my opinion on a game that you reviewed in your March issue. The game in mind is *Delta*.

How could you give it a nine overall and a screen star? You should have given it a ten overall and a superstar. Otherwise the review was spot on, as were all the other reviews in the issue.

On the Delta Mix-e-lode music music my five tunes are made by doing the following:— Funky for lead, Spacial for Bass, Rumba for Drums and Rawbore for FX. My brother's best tunes (Hi guys) are made by changing the lead to Arpeggio, changing the Bass to Terendy, chaging Drums to Bonham and finally by changing the FX to muffler.

Lastly I think the people who live in Manchester are the bizz. This includes me, my mate, Boydy (and Anthony and Danny), Andrew Grifo for all the tips and programs to cheat games with an anyone else who knows me.

*Doug McDermott*
*Manchester 18*

**What do you think this is — the Annie Nightingale Show?**

# Insult Mike time

No, I am not going to make the Ed look a bigger wally than he actually is (sorry, sorry) I'm gcing to have a go at poor old Mike instead. Sorry Pattenden old chap!

First of all, this is your life MIKE PATTENDEN! (now you're frightened!) Well. . . er. . . there we have it! What an interesting life indeed.

Now, I wish to make a complaint! (cue strains of London Symphony Orchestra or alternatively a quartet of drunk gerbils) 'Ol Mike seems to be threatening us helpless readers! What does he mean, "Don't forget to turn to the back next time or else!" If I get you, Mike, I'll make you play Pipeline II for the rest of your life! (I can see him quivering at the thought now). While he's at it he can tell me how the *!!* do you get through all these insults that arrive on your desk every morning? I suppose he just writes 'naff off' all over them and puts them through a 1541 disk drive/ paper shredder.

I know it's not funny. — And don't try anything Mike I've already got police protection and I am fortified behind 50,000 Commodore Programmer's Reference Manuals.

*M. J. Anderson*

**Mike is used to abuse, he takes it in his stride, but he did indeed**

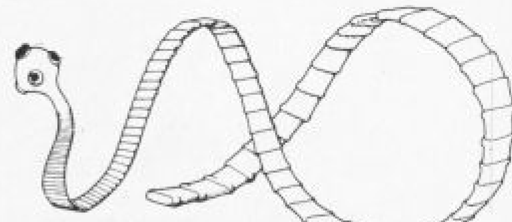


**mutter something like naff off when he saw this.**

# Down the road

I would like to comment on the letter from Tim Langdell, The Edge, published in the May issue of CU, even though you have actually answered it yourself.

Let's talk about the sprites mentioned in the letter. The enemy sprites may be as fast as in the arcade version, but Lee? Oh, no. But, of course, I can see his problem: he has got to walk by moving only one leg, so, of



course, he will move slowly. No, Edge, Lee is definitely not as fast as he is in the arcade version. Neither is the sound like the arcade version. The sounds are very poor and the music gets dead boring when you've listened to it once.

Overall, the arcade version is fast'n furious, and the computer version, at least on the 64, is slow, dull and definitely not worth the money.

Next time you grab a license and want to turn it into a game, then find some programmers who can do it — and when it's done, then please try it first, before you send it out of the house. Then a product like Shao-Lin's Road could have been stopped and you, Edge, might have saved your reputation, at least in my eyes.

*H C Mikkelsen*
*Skjern*
*Denmark*



**Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London ECIR 3AU.**

# Letters

## Blinded by tears

I am disgusted with the comments you made about me, and several other people's letters, in the June issue. Judging by the remarks you passed, you seem to think it is fair to say whatever you like, no matter how unpleasant it may be, about someone who disagrees with you.

In my letter, I praised your magazine and the Amiga, criticised the C64, and said that I own a Spectrum. In reply, you didn't take the compliments, but simply went on to hint that I was blind. If you are convinced the C64 is so good, why didn't you say so, instead of calling me blind? In that letter, I also said I owned a Spectrum. You interpreted that I prefer Spectrums to C64s, which is not true, seeing as I don't like either. That is like someone who owns a Mini, but doesn't like Daimlers. That doesn't necessarily mean that he thinks Minis are great, and Daimlers are junk. I think I speak for many readers of CU, when I ask you to stop insulting any writers who disagree with you.

*Sanjoy Sen*
*Derbyshire*

**Oh dear, what a sensitive young chap you are. I'm very sorry if you nearly went and slashed your wrists after reading the reply (or poked your eyes out for having a Speccy).**



## Achtung Spitfeur!

*Act 8 scene unintelligible scrawl*

Setting: The throne room (Ed's office) of Stallag 30-32 Ed in his Nazi uniform with a riding whip is strolling backwards and forwards over his line of prisoners.

ED: Achtung! Eyes to ze front, chest out, shoulders back. Pattenden, stop ze drolling und ze slobbering and stand up! Beg, good boy. (pats Pattenden on his head)

MP (Growls)

ED: Right, from now on at Stallag 30-32 there will be some changes. Number eins. You will supply binders for a small price before next year. Two, you must enclose more of ze brilliant posters.

Three, you will, from ze next issue, review both cassette und disk versions of a game.

Four, Pattenden leave ze solid gold throne and return to ze ranks, ahem, four, you will give more of an in depth review.

Five, ze magazine will be enlarged by 10 to 20 pages.

Six, Play to Win booklets every three or so months.

Seven, you must enclose an arcade superstars booklet.

Eight, more competitions will be held, from your files I see that in April '84 you held a good competition, be sure to include more of these or else. . . . . . . . You will all be forced to listen to ze Spectrum Sabre Walf, dismissed.

(The Ed returns to the throne and sits at it majestically. The reviewers shuffle out of their ranks and plod into the office in manacles. Pattenden starts sniffing the diamond encrusted Amiga)

ED Pattenden, out! Back to your Oric!

(Pattenden quickly exits. The Ed relaxes in his throne and sneers as he counts in is head the profits he is making at the prisoners expense.)

The curtain falls.

*By John Wright, (esq.).*
*Nottingham, Notts.*

***Ein*:- binders on ze weg: *Zwei*:- you have one this ish; *Drei*:- we try and mention differences, but we have enough problems getting one copy from most software houses; *Vier*:- You've got more in-depth reviews than any other magazine already dumkopf; Funf:- The size of the magazine fluctuates — 116 pages this month *Sechs*:- More Play To Win on the way; *Sieben*:- Maybe; *Achts*:- We do great competitions every month Schweinhund! Amigas, CD players, videos what more do you want? *Neun*:- there is no number neun.**

Star Letter

## No Page 3!

At last a group of people who've seen sense. After reading Gary Scott's letter in the last issue of CU I was absolutely infuriated. What does this small-minded prat want — CU to turn into the computer world's edition of Playboy? CU sets very good standards in computer mags and to reduce it to a second-rate porno mag is just not on.

There ARE a lot of computer mad females in this world, maybe it's time you took your grubby nose out of Playboy and start reading CU a little better, my dear Mr Scott.

Anyway, if the mag is so good in your eyes you shouldn't need page 3 girls to adorn the pages. Get glasses, Mr Scott, the cover of this mag reads COMMODORE USER not Mayfair.

Girls do wanna have fun but not at the thought of your tongue drooling saliva all over our favourite mag. I'll get off my soap box now.

*Sara Erlington*
*Doncaster*

**Round of applause. Gary Scott shuffles back to his bedroom with his tail between his legs (and his brain).**

Star Letter



## Bad guts

I am writing about your recent unjustified, untrue and totally unreasonable reply to a fellow South African's letter in your April issue. I don't see how you, as an outsider who has probably never set foot on S. A. soil, can dictate to us how we must run our country and what we must and mustn't do. (*that's just what you do to the blacks Ed*)

The black population is not as oppressed as they are made out to be. You made a comment that you know that the foreign press does not over exaggerate the news. How could you possibly say such a thing, we all know that it is bad news which sells, and not good.



You made another wisecrack about white South Africans being fat and healthy. By this comment I suppose you mean that all the blacks are dying of malnutrition and other such related conditions. Just because other countries such as Ethiopia are also on the African continent, it does not mean that our peoples are living in the same conditions. Here is a fact for you to swallow: The blacks in South Africa are much better off, in all respects, than any others in ANY black ruled country has its own. Remember Brixton (*no — Ed*)

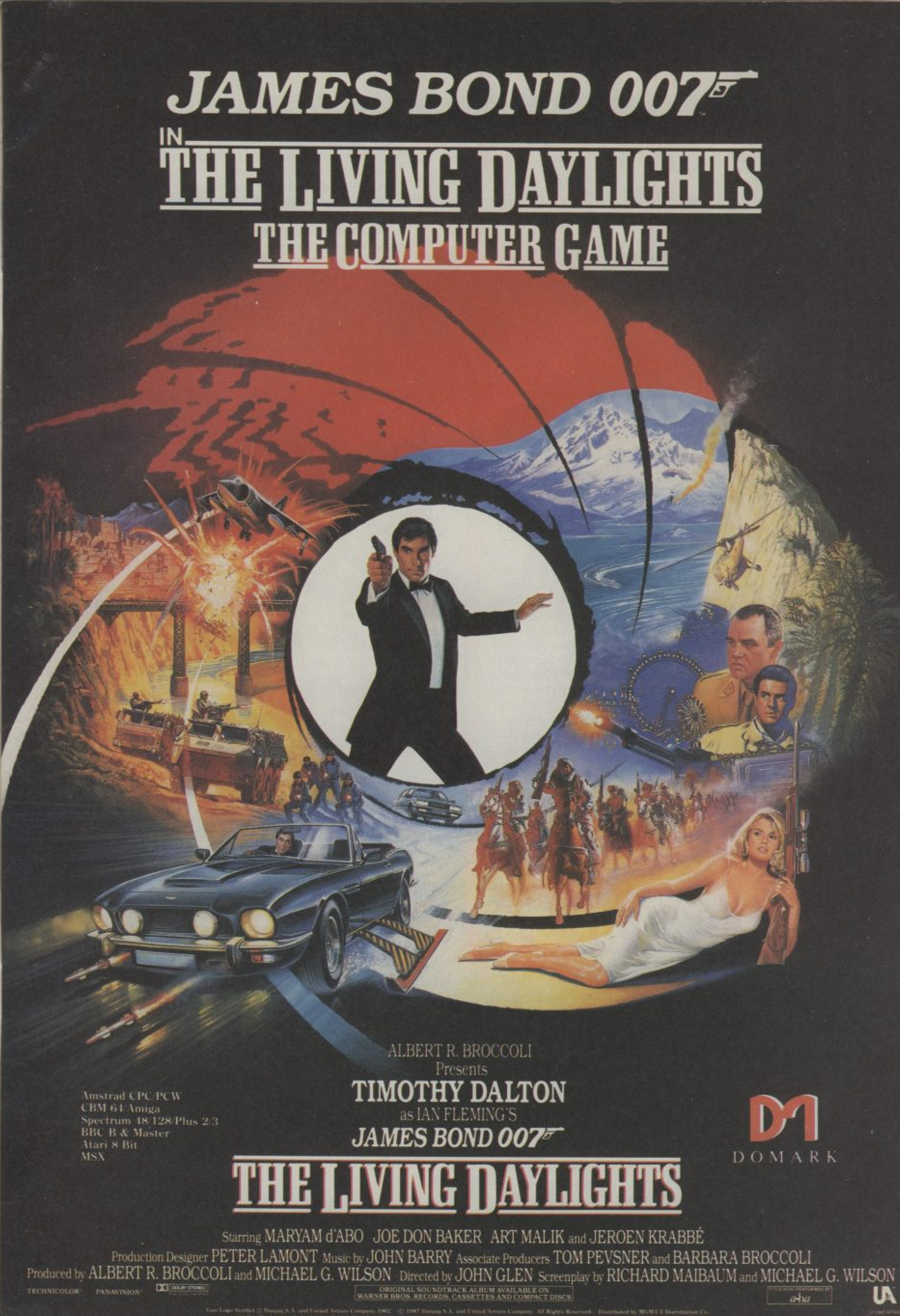
This is all I have to say. No doubt you are going to put another one of your untrue and unreasonable wisecracks at the end of this letter (*yes — Ed*). But people who know the true facts about this country will be sitting back and laughing when you tell another one of your lies. And I want my T-shirt (large . .) if you have got the guts to publish this letter.

*Steve,*
*Port Elizabeth, South Africa.*

**We've got the guts to print the letter, but we haven't got a T-shirt big enough to get your head through. Instead we've forwarded the £3.75 to the Anti-Apartheid Movement.**



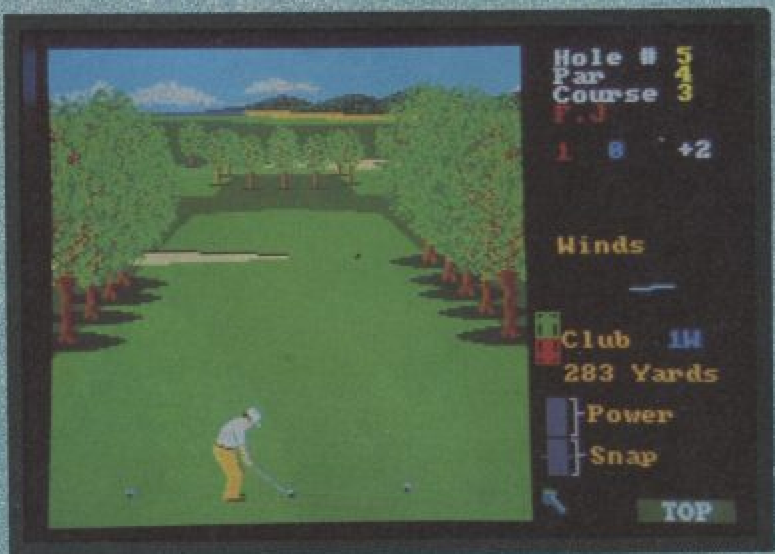
**Letters, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**


JAMES BOND 007
IN
THE LIVING DAYLIGHTS
THE COMPUTER GAME
ALBERT R. BROCCOLI
Presents
TIMOTHY DALTON
as IAN FLEMING'S
JAMES BOND 007
THE LIVING DAYLIGHTS
Amstrad CPC/PCW
CBM 64/Amiga
Spectrum 48/128/Plus 2/3
BBC B & Master
Atari 8 Bit
MSX
DOMARK
Starring MARYAM d'ABO JOE DON BAKER ART MALIK and JEROEN KRABBÉ
Production Designer PETER LAMONT Music by JOHN BARRY Associate Producers TOM PEVSNER and BARBARA BROCCOLI
Produced by ALBERT R. BROCCOLI and MICHAEL G. WILSON Directed by JOHN GLEN Screenplay by RICHARD MAIBAUM and MICHAEL G. WILSON
TECHNICOLOR
PANAVISION
ORIGINAL SOUNDTRACK ALBUM AVAILABLE ON
WARNER BROS. RECORDS, CASSETTES AND COMPACT DISCS
a-ha
UA

# BUZZ

You thought it couldn't be done! After the original, *Tournament*, *Executive* and *World Class*, surely, we said to ourselves, we can safely close our *Leaderboard* file and bury it with a Filofax and a pair of Mike Pattenden's socks for some future generation to discover and wonder at many centuries from now. But lo, those ever-inventive US Gold people have come up with *yet another* variation on this much-loved (*? — Ed.*) theme: please welcome *Amiga World Class Leaderboard*! Though based on the aforementioned *World Class* version, *AWCL* boasts (and we quote) "different backgrounds, more detail and superior sound and graphics." Sounds like it could be the most fun yet for nocturnal golfers.

## AMIGA WORLD CLASS LEADERBOARD






## AMIGA WINTER GAMES

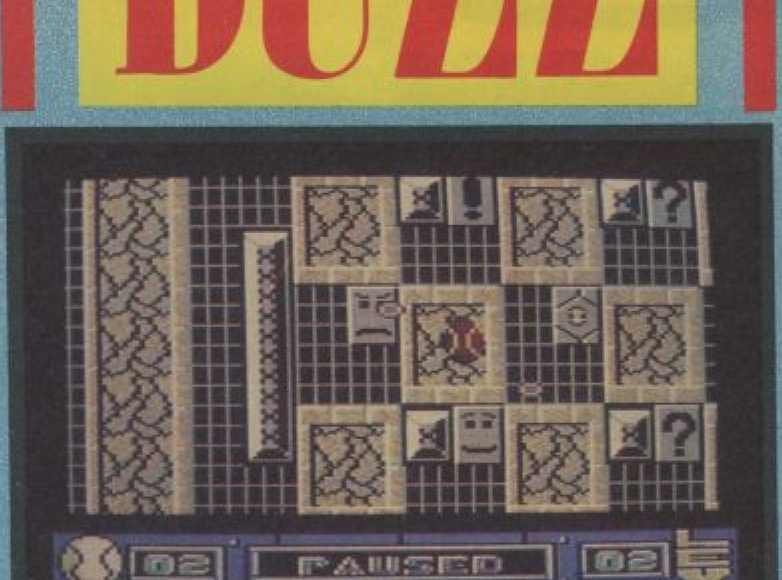
Appropriately enough, Epyx/US Gold have chosen the middle of the great British summer to bring our attention to this Amiga version of the old C64 favourite, *Winter Games*. Even if it rains all through the holidays, you lucky Amiga owners need never be bored. You can chose from a bewildering array of national teams, compete in a large variety of winter sports (including Hot-dog skiing, biathalon and figure-skating) and, if you win, you get to stand proudly to attention while the Amiga's stereo sound plays your very own national anthem. And even if you aren't a successful competitor, there's always the stunning alpine scenary to admire. Roll on December, we say.

# BUZZ



## STAR PAWS

Phew! Intergalactic spaceships, intergalactic tennis balls, whatever next? Why, intergalactic pooches of course, say those imaginative folk at Software Projects. In *Star Paws* (groan — Ed.) our hero is Captain Rover Pawstrong, probably Starfleet Command's most inexperienced and inept officer. By some dreadful administrative error, Pawstrong has been selected to attempt to save Civilisation-As-We-Know-It-Jim from some unscrupulous space-nasties. We'll be in the doghouse next month.




## RE-BOUNDER

*"What!!?!??! You have got to be kidding!!! A *(£+$ tennis ball wandering about the stratosphere??!?!??"* But you can hardly blame our felt-covered friend for wanting to make himself scarce at this time of year, now, can you John, with the likes of yourself and Boris and Ivan just itching to beat him bald? No, as we mentioned in our last ish., Bounder feels far happier blasting aliens than putting up with the likes of you and your catgut and tantrums. I mean, we're not saying it's easy being an inter-galactic warrior, but it's a lot better, dare we suggest, than grovelling in the pits of the earth . . .

# INTO THE VALLEY




▲ Not sure if that input will help.

# TEMPLE OF TERROR




▲ Do Harpies drink Tennants? Probably not.

▼ Who are you calling a useless adventurer?




**GrA**
**US Gold/ Adventure Soft**
**64/128;**
**Price: £9.99 cass/£14.99 disk**

Temple Of Terror is a Fighting Fantasy adventure,based on the book of the same name by Ian Livingstone. It continues the series that has included Seas Of Blood and Rebel Planet. Your mission is to reach the lost city of Vatos, and destroy the five dragon artefacts sought by the evil Malbordus, before he can reach them himself.

The quest starts on the banks of the Catfish River, with an immediate problem concerning some local pirates. Once dealt with, your journey takes you across scrub and desert to the city. Danger abounds, for there are dark elves, a troll, a sand worm, and a basilisk to deal with on your way — unless, of course, you are prepared to risk not having the requisite adventurer's tools for the problems ahead of you in the city.

The fun doesn't really start until you get there, for within the city walls is a seemingly endless succession of fabulous monsters, and deadly traps. There are many corridors to roam, and who knows who or what you might find around the next corner? Perhaps Ratman, devouring a newly killed carcass? The beautiful giant glowing moth? Or the deadly mesmerising Eye Stinger?

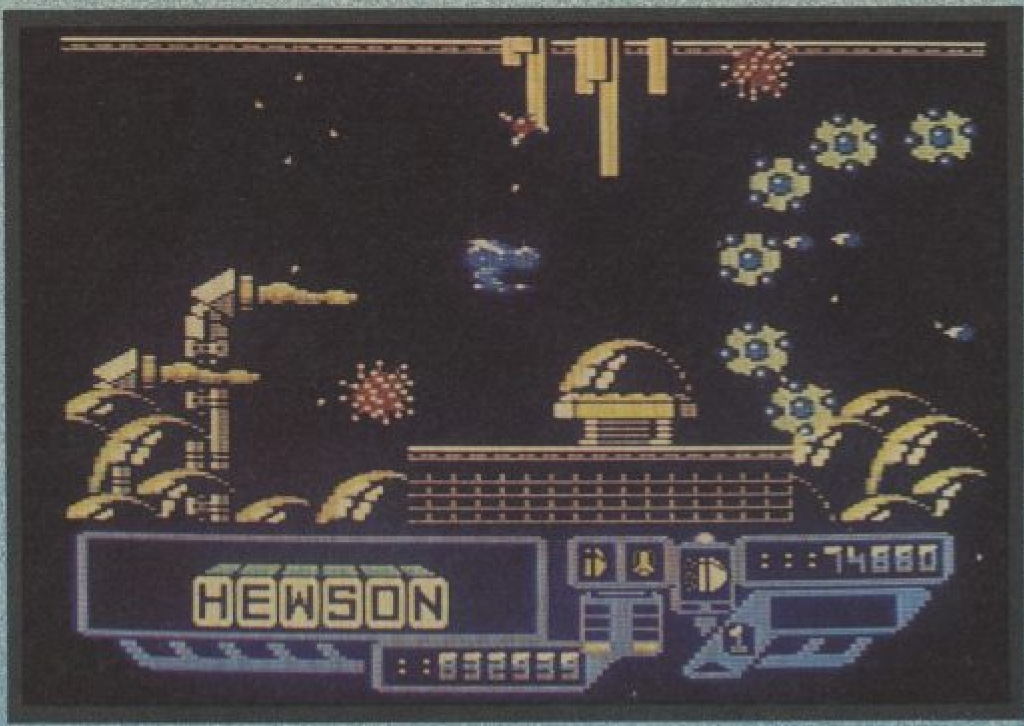
It is necessary to plunge headlong, with no prior warning, into a number of the traps, and thus discover yourself suddently dead. Normally, this would call for a severe criticism of the game, for adventure is about solving the problems, not avoiding certain locations in a replay.

However, with the provision of a BOM command, the player can go Back One Move, so there is nothing lost. The player, thus forewarned in hindsight, as it were, can then contemplate the danger ahead, and bring his amazing adventurer's powers of logic to bear on it. In fact, BOM, together with QSAVE, gives this

# BUZZ

## ZYNAPS

In *Zynaps* you're a young space fighter pilot escaping from the alien-infested space station in your Mk I Scorpion Fighter. But where did you get your Scorpion from? And how did you come to be in the alien space station in the first place? Who cares — all you really have to know is that your mission is to make a clean getaway, blast every alien in sight, survive asteroid storms, pick up discarded weaponry and hyperspace capability, and generally busy yourself about the galaxy until you arrive at the secret alien stronghold and begin the "Final Conflict" phase. And when you've complated *that*, perhaps those slavedrivers in Hewson will let you grab a well-deserved cocoa at The Restaurant At The End Of The Universe.







## THE LIVING DAYLIGHTS

The name is Bond, James Bond. And the game is *The Living Daylights*, due for release to coincide with the latest 007 movie of the same title, in which Bond, played for the first time by Timothy Dalton, swans about Vienna, Gibralter, Tangiers, Quarzazatar and Reschen Am See (no, we don't know where they are either) in his newly-revamped Aston Martin, dispatching evil masterminds, charming lovelies and swilling dry Martinis (shaken, not stirred). Based on the film's plot and locations, *The Living Daylights*, by Domark, should be available from the middle of this month.

There's no doubt about it: that Dicky Branson chap has plenty of nerve. He signs up bands like The Sex Pistols, whom nobody else will touch with a bargepole. He dares to wear that beard. He spends his free time trying to set new world records for crossing the Atlantic in various hazardous ways, and in fact is just about to try it in a massive hot air balloon. But what really takes our breath away is his audacious attempts to hype his various escapades with dodgy computer games. To be fair, *Trans-Atlantic Balloon Challenge* is certain to be at least as addictive as *Virgin Atlantic Challenger*, which, despite loads of advance publicity, never actually appeared on the shelves at all. Perhaps T-ABC may actually be sold to the general public some day. Our breath, as they say, is baited.

## TRANS-ATLANTIC BALLOON CHALLENGE






## PASSENGERS ON THE WIND

Set at the time of the Napoleonic Wars, the heroine of Infogrames' *Passengers On The Wind*, Isa, is a young French woman who has lost her birthright because of a silly prank herself and a lookalike friend indulged in to while away the hours at their convent school. Her quest to find documentary evidence of her true identity takes her from a prisoner-of-war ship in an English port where her sweetheart is languishing, to the convent itself, from England to France, and even, at one point, to West Africa. If she's to regain her birthright, marry her true love and live happily ever after, you're going to have to think long and hard about the questions thrown up by the text. This strategy game is apparently a faithful representation of an award-winning comic strip story created by French master-cartoonist Francois Burgeon, and should be in the shops this month.

# BUZZ

## C64 CHART

| TM | LM | | |
|---|---|---|---|
| 1 | NE | ENDURO RACER | ACTIVISION |
| 2 | 7 | FOUR GREAT GAMES | MICRO VALUE |
| 3 | 3 | SIX PAK | HIT PAK |
| 4 | 6 | INTO THE EAGLES NEST | PANDORA |
| 5 | 1 | PARK PATROL | FIREBIRD |
| 6 | 2 | BMX SIMULATOR | CODE MASTERS |
| 7 | 10 | FOOTBALL MANAGER | ADDICTIVE |
| 8 | 13 | LA SWAT | MASTERTRONIC |
| 9 | 8 | EQUALIZER | POWERHOUSE |
| 10 | 4 | EXECUTIVE LEADERBOARD | ACCESS-US GOLD |
| 11 | 9 | MICRO RHYTHM | FIREBIRD |
| 12 | 15 | GUNSHIP | MICROPROSE |
| 13 | 14 | AUF WIEDERSEHEN MONTY | GREMLIN GRAPHICS |
| 14 | 12 | 180 | MASTERTRONIC |
| 15 | NE | OLYMPIC SPECTACULAR | ALTERNATIVE |
| 16 | NE | DOUBLE THE | SCANATRON |
| 17 | NE | RED ARROWS | ALTERNATIVE |
| 18 | NE | ARMY MOVES | IMAGINE |
| 19 | 18 | OLLIE AND LISA | FIREBIRD |
| 20 | NE | MILK RACE | MASTERTRONIC |

# Chart Chat

**Well would you believe it? *Enduro Racer* at number one. Probably one of the worst arcade conversions, slagged off without exception but zooming straight in at number one regardless. It just shows you a decent licence is all it takes to secure a successful game. What happened to playability? Graphics? Sound? Aren't you lot interested in them?**

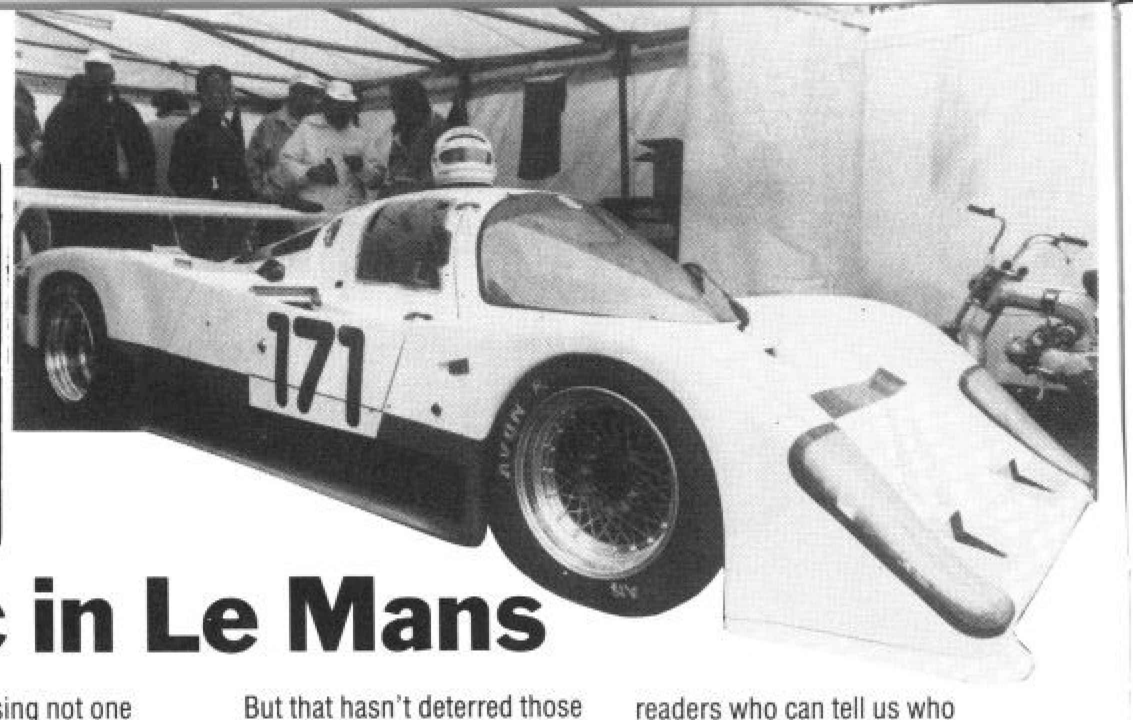
**Further down there's the usual batch of cheapos and compilations, but the rest are moving slowly with Monty only climbing one painful place. Our prediction for top spot as soon as everyone wakes up to the fact that *Enduro Racer* is dross? *Barbarian* — the game was a show stopper at the Novotel, and the sales stall sold out completely.**

**Over on the C16 *Paperboy* makes an appearance along with Anco's *Terra Nova* with its speech facility. Bank on *Summer Events* to do the business as soon as it's released.**

## C16 CHART

| TM | LM | | |
|---|---|---|---|
| 1 | 1 | GUN LAW | MASTERTRONIC |
| 2 | 6 | FOUR GREAT GAMES | MICRO VALUE |
| 3 | 5 | FOOTBALL MANAGER | ADDICTIVE |
| 4 | 2 | STORM | MASTERTRONIC |
| 5 | 4 | WINTER EVENTS | ANCO |
| 6 | NE | PAPERBOY | ELITE |
| 7 | 3 | KONAMI'S COIN-OP HITS | IMAGINE |
| 8 | NE | TERRA NOVA | ANCO |
| 9 | NE | INDOOR SOCCER | ALTERNATIVE |
| 10 | 7 | HIT PACK | ELITE |

# BUZZ




## Mastertronic in Le Mans

**To celebrate the announcement of their forthcoming driving simulation based on the 24-hour Le Mans road race, Mastertronic actually sponsored Englishman Andrew Ratcliffe and his car in the event held on June 14.**

The vehicle, a British-made Tiga chassis housing not one but *two* Volvo 2.1 litre engines, boasts an amazing 650 horse -power. Sadly Andrew, and his mutant motor didn't succeed in winning, despite the help of his Swedish co-drivers Tryggze Grunal and former Abba drummer Slim Borgudd.

But that hasn't deterred those noble Mastertronic people from generously offering to give ten of their unique limited-edition commemorative T-shirts, bearing the message 'Official Tronix Race Team, Le Mans 1987', to the first ten *CU* readers who can tell us who won this year's race, and what make of car he was driving Entries, on a fan-belt, to Le Mans Compo, Commodore User, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.




## Mansell Mania

**Is your favourite sound the scream of the over-wrought motor as the race leader hurtles around Druid's Bend? Is your favourite smell the stench of burning rubber his machine leaves in its wake?**

If so, Martech think they're going to have the perfect game for you. They've just signed a licence with none other than British Formula One ace Nigel Mansell to produce a game which a spokesman for the software company modestly describes as "the greatest Grand Prix game ever". And do they speak the truth? We're afraid you'll have to wait until the last race of the Grand Prix season, 'cos that's when the cunning devils plan to release it. . .

## California Gamin'

It was a gamer's paradise. About 100,000 folk poured into Chicago, home of The Refrigerator and the world's tallest building, for the Consumer Electronics Show, where the very latest computer products were on display. One of them was our own **Dan Gutman**, who filed this report.

To attempt to describe all the new releases, according to Dan, would be impossible, but a few in particular caught his eye.

Hotly-tipped as a world wide hit is Epyx' *California Games*, in which you participate in a series of typically West Coast pursuits, including frisbee-throwing, roller-skating and, naturally, surfing. According to just about everybody present, this product is "totally awesome", like.

Accolade's new *Test Drive* is a simulation which allows you to experience the feel of driving top sports cars like the Ferrari Testarossa, the Lambourghini Countach and the Lotus Esprit Turbo — acceleration, breaking, speed, steering and lateral G forces vary according to each vehicle's capabilities.

There also seems to be a trend towards more realistic outer-space games, with both Final Frontier's Space *M.A.X.* and Accolade's *Apollo 18: Mission To the Moon* getting lots of notice. The former challenges you to assemble, launch and operate the first commercial space station, while the latter, more nostalgically, recreates the original moon landing missions of the sixties. Not an alien in sight in either of 'em.

Another interesting looking product was Firebird's *Universal Military Simulator*, in which you can set up your own battle scenarios according to your tastes, however bizarre — you can even pit Stone Age Man against a warrior from the year 2001, should you so wish.

Other products worthy of note were *Chuck Yeager's Advanced Flight Simulator*, Activision's new graphic adventure created by Lucas-films and revelling in the title of *Maniac Mansion*; Infocom's *Stationfall* (reviewed this month); and, also from Infocom, *The Lurking Horror* billed by its proud developers as "the first interactive horror story" (*??? — Ed*).



# Get Mucky in the arcade!

**No doubt about it — Rainbird's *Starglider* has been doing some fairly spectacular frontier-crossing recently.**

For one thing, it's being featured in the current series of *Get Fresh*, broadcast every Saturday morning on ITV to about ten squillion bright young things nationwide. The relevant section of the show is *Get Mucky*, in which two competing teams battle it out for the highest score on specially-adapted *Amiga* versions of *Starglider*. At the end of fifty seconds the team with the highest score has the pleasure of pulling a rope which releases an enormous load of disgusting green slime over the hapless losers.

And for another, it's just been announced that the selfsame *Starglider* is to be the first UK-originated home computer game ever to be converted into an arcade coin-op. The licence to convert *Starglider*, an award-winner on both sides of the atlantic, into arcade format has been acquired by Bally/Sente.

And so happy are Rainbird with all this good news that they've offered to give 5 T-shirts to the first 5 CU readers who can tell them who composed the fab *Get Fresh* theme music. Answers, on a bucket of duckweed, to Get Mucky Compo, Commodore User, Priory Court, 30-32 Farringon Lane, London EC1R 3AU.

GET MUCKY

# Ocean Saga

**With the vitally-important PCW show looming in September, this is the time of year when the software companies are vying with one another to snap up the hottest licences from the current batch of popular new arcade games.**

And Ocean, we hear, has good reason to slap itself on the back, because they've managed to sign licenses for at least four top coin-ops: *Victory Road*, *Psycho Solider*, *Gryzor* and — a particular favourite around these parts — *Rastan Saga*. With a game based on the hit film *Platoon* already in the pipeline *(see May ish.)* and, according to a company spokesman, some other as yet secret goodies also pending, it looks like it may be a long hot summer for Ocean.

# New kid for Commodore

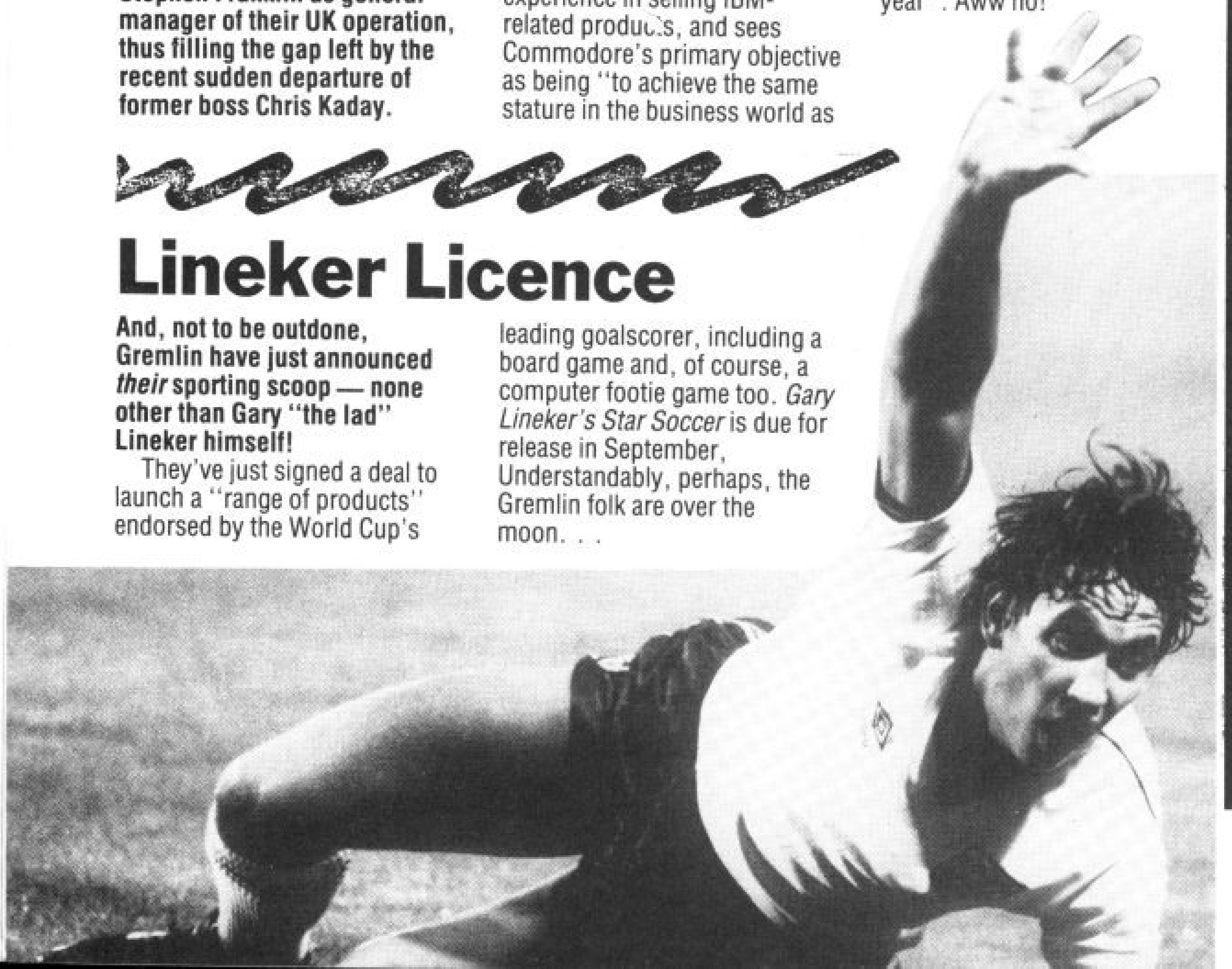
**Commodore have just announced the appointment of Stephen Franklin as general manager of their UK operation, thus filling the gap left by the recent sudden departure of former boss Chris Kaday.**

Franklin, who is a newcomer to the company, has had extensive experience in selling IBM-related produc's, and sees Commodore's primary objective as being "to achieve the same stature in the business world as we have built up in the home marketplace over the past ten year". Aww no!

# Lineker Licence

**And, not to be outdone, Gremlin have just announced *their* sporting scoop — none other than Gary "the lad" Lineker himself!**

They've just signed a deal to launch a "range of products" endorsed by the World Cup's leading goalscorer, including a board game and, of course, a computer footie game too. *Gary Lineker's Star Soccer* is due for release in September, Understandably, perhaps, the Gremlin folk are over the moon. . .



**Five spot madness:**

Ariolasoft have just announced a special summer offer of three new games, which priced at £4.99 each, should appeal to the thrifty and impoverished gamers of this green and pleasant land. *Deadringer* is a 3-D race-in-space, *Mountie Mick's Death Ride* sounds a wee bit *Express Raider-ish* and features an intrepid mountie attempting to foil a gang of brigands who are raiding the Trans-Canadian Express, and *Killer Ring* is a plain, old-fashioned shoot' em up.

**Achtung, strategy game!**

Also from Afriolasoft, *Blitzkrieg* is based on the novel by top writer Len Deighton, and puts you in the unusual position of being commander of the German forces in the last war, whose mission is to conquer Western Europe and invade Britain using Blitzkrieg strategy.

**Speedway sim:**

If you're a speedway fan, you might be interested in the latest product from Leamington Spa's quaintly-named ET Software. *League Cup Knock-Out* is a strategy game based on Speedway's League Cup, and features a choice of twelve teams and all the leading riders.

**Interspace trader:**

This month should also see the arrival of *Enterprise*, in which you play a futuristic miscreant sentenced by Earth's ruling establishment to make your living trading with aliens around galaxy. 3-D vector graphics and text communication with smarty-boots alien computer feature in this Melbourne House release.

**Penny Pinchers:**

Two more Power House cheapos worth checking out: *Gun Runner* is a 'chopper-based shoot 'em up, while in *Sqij* you play a mutant flesh-eating bird, trying to satisfy an apparently insatiable appetite.







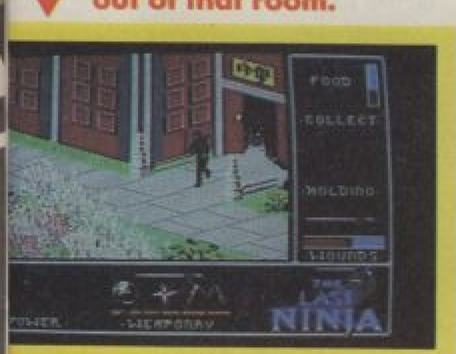
▲ Gruesome remains can be found in the torture chamber.

# THE LAST NINJA

C.U. Screen Star

**64/128**
**System 3**
**Price:**
**£9.99/cass**
**£14.99/disk**

▼ You can struggle to get out of that room.




▼ The stone dragons have baaad breath!




You don't need to play *Last Ninja* long to realise that it is pretty special and whilst you can hope that it won't be the last game of its type, it is going to take a long time to be improved upon.

So what is it exactly? Well, it's not a pure beat 'em up in the style of *International Karate* or *Barbarian*, although *Last Ninja* has plenty of that. It is the game elements in addition to the scraps that make it special. An arcade adventure in the mould of *Fist II* and *Way of the Tiger* — but much, much better.

The storyline is impressive and well researched. The Ninjutsu (Mystic Shadow Warriors) flourished in Japan after a 200-year clan war. They lived a tough life in the mountains — perfecting their weapons, mind control and physical fitness.

Once every ten years the Ninjutsu have to make a sacred pilgrimage to the Island of Lin Fen where they pay homage to the shrine of the White Ninja.

The enemies of the Ninjutsu seize on their absence as an opportunity to destroy their bases and learn their secrets.

Enter one joystick-holding last Ninja (that's you) called Armakuni. You are the last hope of the Ninjutsu. The only way for you to stop Kuniroki is to successfully complete the six levels of the game and get inside the Inner Sanctum of the Palace where your final goal is revealed.

The game begins in the **Wilderness** — maze of paths, swamps and rivers. Several palace guards have to be fought in the Wilderness. It is your first taste of combat and you need take the opportunity to become as sharp as possible if you are to have any hope of completing the other levels.

The characters are not very large on screen so you have to look closely at the screen when memorising the moves. This is particularly important when you are in close contact — you have to learn where to stand to give your warrior the best advantage.

Once you have mastered the basic moves the next thing to do is to get your weapons as soon as possible. The sword is essential — as are the shurikens and nunchakus.

Many of the palace guards are armed with swords and will make mincemeat of you if you're not equally well-armed.

When you have collected the items you need you may proceed to the **Wastelands**. More guards are dispatched to fight you and you also have to conquer the Lin Fen Mountain Range. The beauty of the graphics will become apparent as you get stuck into Level II — excellent backdrops. You can see the time and care that went into the game.

To make it beyond here you'll have to improve no end since the guards are tougher and there are still more of them. Your combat skills need to increase at a similar rate if you are to get much further.

The final three levels are the **Dungeons** — a maze-like affair with some nasty surprises, the **Lower Palace** which is fiercely defended and finally the sumptious private rooms of the Shogun in the **Inner Sanctum**.

Apart from the essential weapons that you will need to defend yourself there are also several items that you will need to collect in order to complete the quest.

C.U. Screen Star

You soon realise that jumping is as important a skill to master as the weaponry. Take getting through the swamp for instance — unless you get your footing pixel you are going to get that sinking feeling.

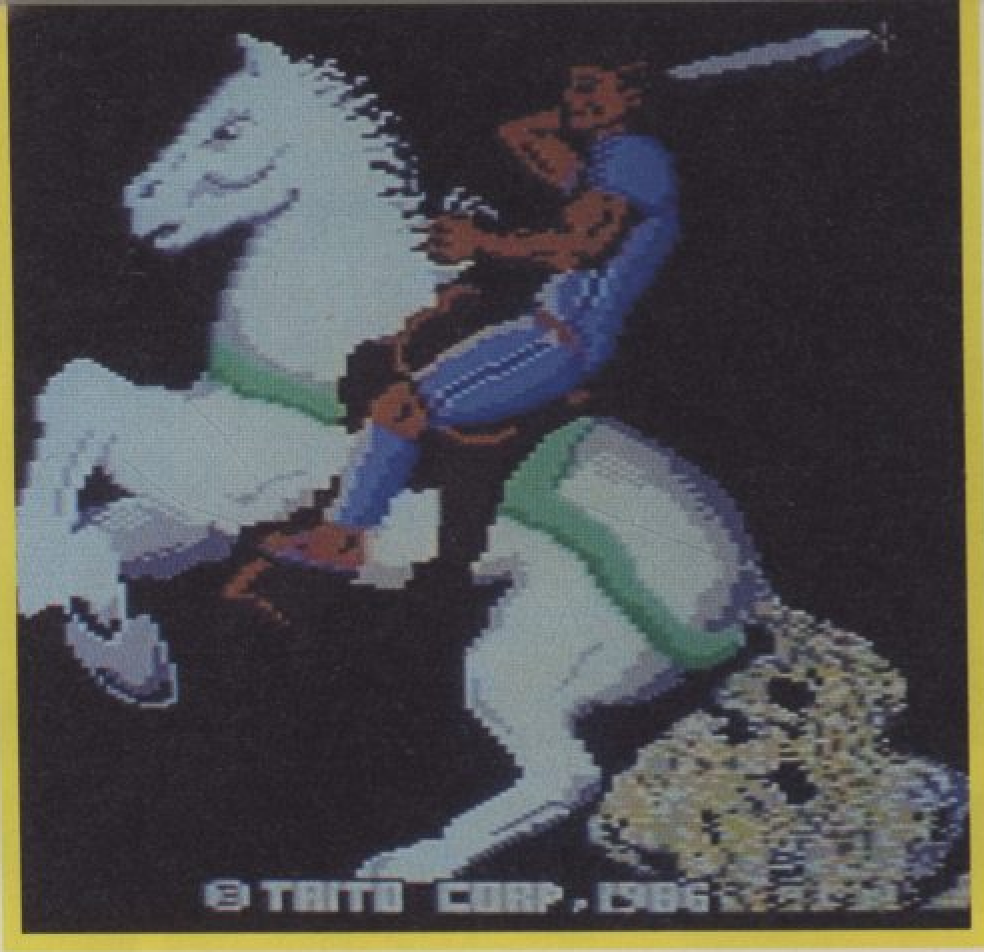
*Last Ninja* is a stunning piece of software. Stand up and take a bow, Messrs Cale, Best, Twiddy, Riley, Dalgleish, Lees and Snowball. Right from the moment it starts to load it impresses with a nice laidback oriental theme.

Get into the game and it gets better with every new screen you discover. The attention to detail is exquisite. It's going to take a long time to solve — but no way is this work. *Last Ninja*? — I hope not if beat 'em ups improve as this.

**Eugene Lacey**

Graphics
Sound
Toughness
Endurance
Value

**9** Overall




**Even the loading screen for Gurianos is average.**

TR

# TRIO

**64/128 Elite** **Price: £7.95/cass £14.95/disk**




**Any hits turn your armour red.**

What exactly is *Trio*? Well, it's sort of glossily packaged on the outside with a nice wrapper, but it's sort of chewy on the inside. Then again it's a bitty nutty and sometimes a bit vile. *Trio* is the latest three-in-one software wafer from Elite.

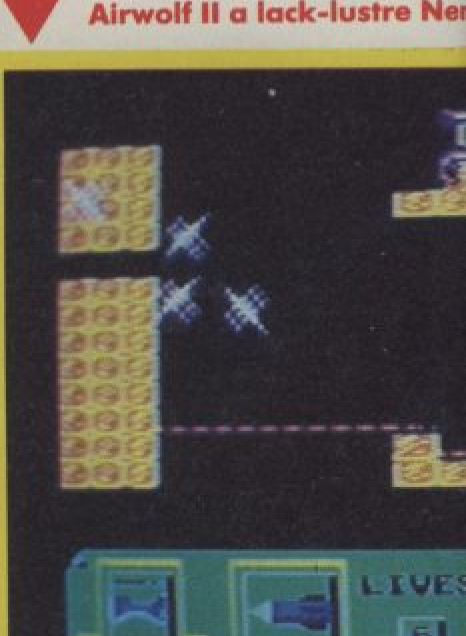
What you have here is a kind of pre-compilation of three unreleased games. Here they are definitely not in order of importance.

**Great Gurianos:** Believe it or not Elite have converted Taito's wobbly old sword and shield game. I remember playing this in a service station a few years back and thinking it was rubbish then. If you're fortunate enough never to have seen it then let me tell you that you control a knight called Gurianos and make your way across the screen in an attempt to get to some treasure.

As you make your way all manner of objects fly at you from off stage. Fireballs, arrows, swords and logs. Using your shield you attempt to deflect the objects. Sometimes they rain at you so heavily you'll need to put up a super shield which appears as a kind of blue aura in front of you.

The thing about the game is its extremely large figures. Several characters high, most of the attention is lavished on them, with background graphics and colour figuring little. This is even more true of Elite's effort where the colours are

**Airwolf II a lack-lustre Ne**



flat and dull.

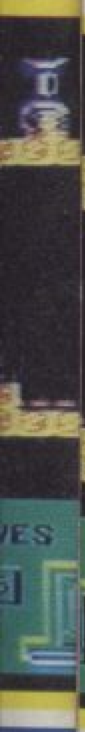
Apart from the mind-numbing gameplay *Great Gurianos* is extremely frustrating. To make it through each level you must put up the large shield and get that Ready Brek glow going. To do this you have to waggle the joystick up and down more violently than any old *Track 'n' Field* event. Sometimes the shield comes up and sometimes, most frustratingly, it doesn't even though you waggle until the sweat pours off you. Beating the characters when you reach them is a piece of cake in comparison, but oh is it ugly to watch! There's no real striking using the joystick. Rather you have to flick F1 or F2 to strike high or low on the opponent. Basically I hate this game.

**AIRWOLF II:** Seasoned veterans of the gaming world will remember Airwolf, still one of the all-time big sellers, and believe it or not Elite's most successful game ever.

The original was a tough but highly-addictive arcade adventure (the first game we ever mapped in colour for Play To Win) but the only resemblance its sequel has to it is the helicopter you fly. Otherwise what you have before you is a shameless copy of *Nemesis* and a fairly dull one at that.

Airwolf II has all the right elements for that shoot 'em up: sheet upon sheet of nasties, icons for different weapons which you collect for increased speed and shooting power. You know the score. As a version it is immensely tough, but not that addictive either. The graphics are only average with a maze of what looks like leggo bricks to fly through. It's just so hard to get anywhere and really there's very little incentive to keep trying.

Neme sis.









Stage II the desert background of Cataball.

# TRIO

**CATABALL:** The saving grace of *Trio*, the soft succulent centre of the package is a simple but extremely cute game. The idea is neat, and really as old as your granny. In true 'collect 'em up' style you control a group of red bouncing balls. The idea, as you scroll across the screen, left to right, is to collect ten balloons. These float around at various points, and by adjusting your bounce you can grab them. Snapping up the requisite amount takes you onto the next level.

Naturally you don't just get to collect the balloons at your leisure. Birds, bees, hedgehogs and vicious flowers hinder your path in level one. Then as you move on there's cacti and sharp rocks in the desert. In all you have eight levels to work through comprised of clouds, space, iceburgs and the sea bed. Each time you hit an obstacle one of your balls gets burst. Until finally they're all gone. Then it's back to the beginning.

*Cataball* is by far the best game on *Trio*. Although it reminds you a little of *Wonderboy* to begin with, but it is pretty original in its scenario and its gameplay is charming. Without it the package would be disastrous even at three games for the price of one. It's still a bit pricey for what's on offer, but it just about makes the grade. Elite clearly saw there was no way they could have got away with the other two at full price so they put all three together.

*Trio* definitely the game you can play between other games.

**Mike Pattenden**

Cataball — tap it and unwrap it.

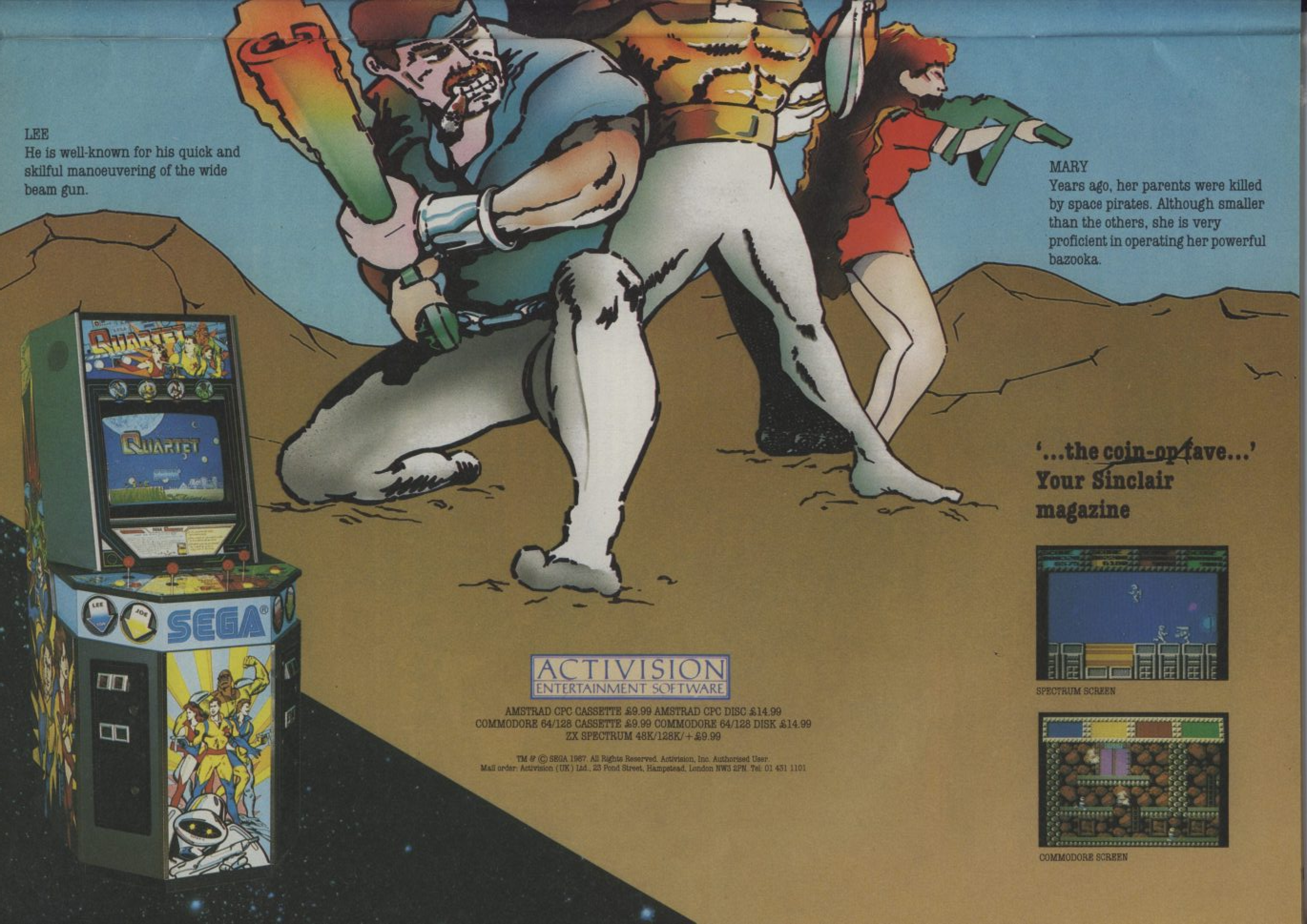


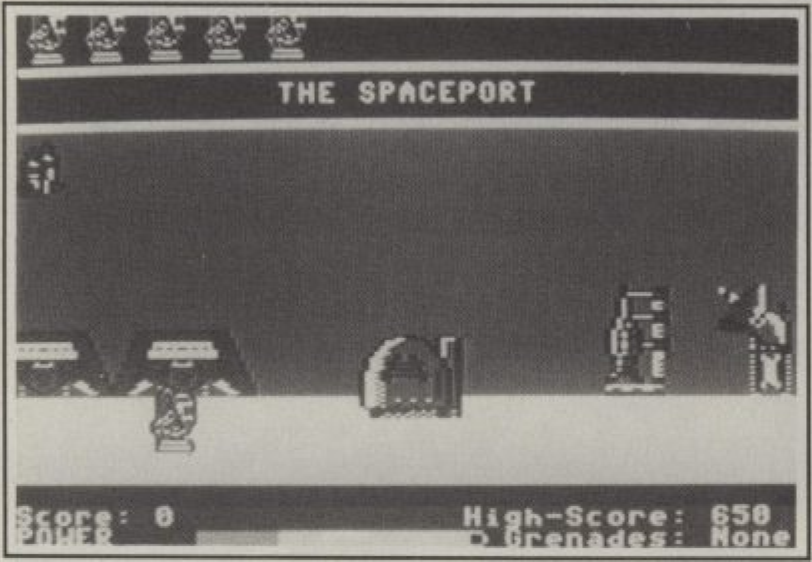

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**6** Overall

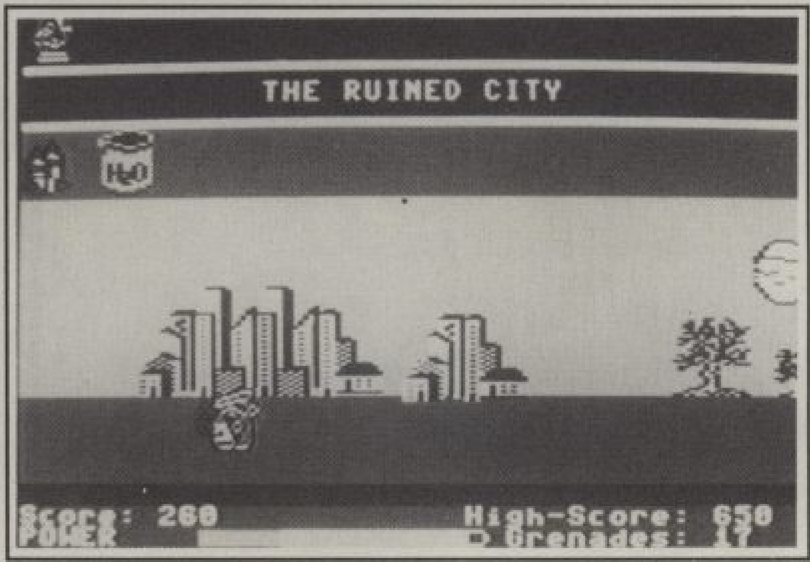


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▲ **Kat Trap — catileptic but not a catastrophe.**




▲ **Feeline groovy.**

# Kat Trap

## 64/128
## Streetwise
## Price: £8.95/cass £11.95 disk

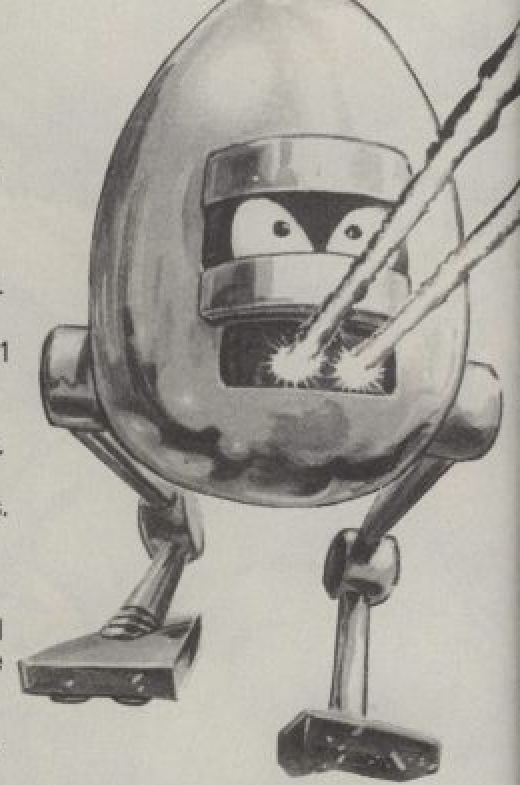
▼ **Fancy a break? Try Kat Trap.**

Two hundred years ago the survivors of the solar explosions that wrecked the earth built and escaped in the rapidly-built NewArk. Now in the 24th century, the survival ship has completed its trip and returns to not only find an inhabitable world but one that's inhabited! In man's absence the world has been populated by the Cat Men whose own world was destroyed. Thereby hangs the tail.

A frontal attack by the humans failed and left thousands dead. Mankind's only chance was a small-scale attack force to knock out the enemy's battle computer. Hercules 1 and M.T.—ED (that's you) are sent on their mission only to be ambushed and Hercules 1 captured. Your mission is to destroy the computer and escape with Hercules.

The game is played on a horizontal screens that flip as you reach the edge and represent the spaceport, ruined cities and charred forests of the decimated planet. The planet is not only populated by the Cat Men but also the mutants created during the apocalypse such as the Fire Demons, Ice Men, Shadowmen and Sewer Beasts that have been released to defend their feline masters. My favourites are the sewermen whose hands reach up through manholes to grab you.

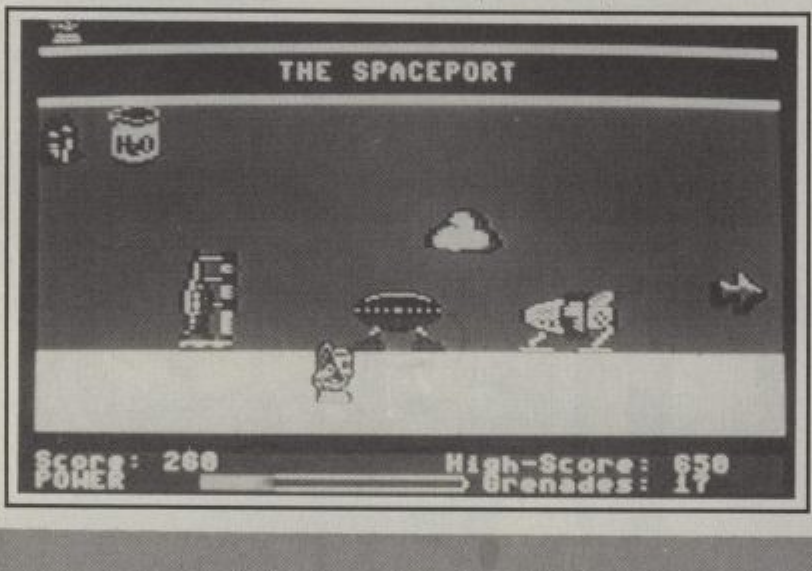
Luckily, our robotic hero is not alone as extra weapons, grenades and power units are frequently dropped. However, collecting them can be difficult as they usually appear right in the thick of the action. Unfortunately, these supplies are vital particularly the extra laser, flamethrower, water, arrow and electric charge weapons as you need the right weapon to kill each foe. You must also ensure that every shot counts as you will need enough shots left to fight your way through to pick up more ammo!



The game features some suberb animation and some interesting backgrounds that add atmosphere to the game but sometimes smudges into the critters particularly the Cat Men's heads that change colour as they blend into the background.

Overall I enjoyed playing *Kat Trap* especially the panic that fills you as you desperately try to find the right weapon to destroy a rapidly approaching enemy, but it's nothing new. And it doesn't even have a paws button. (Aaaargh! Ed)

**Tony Hetherington**

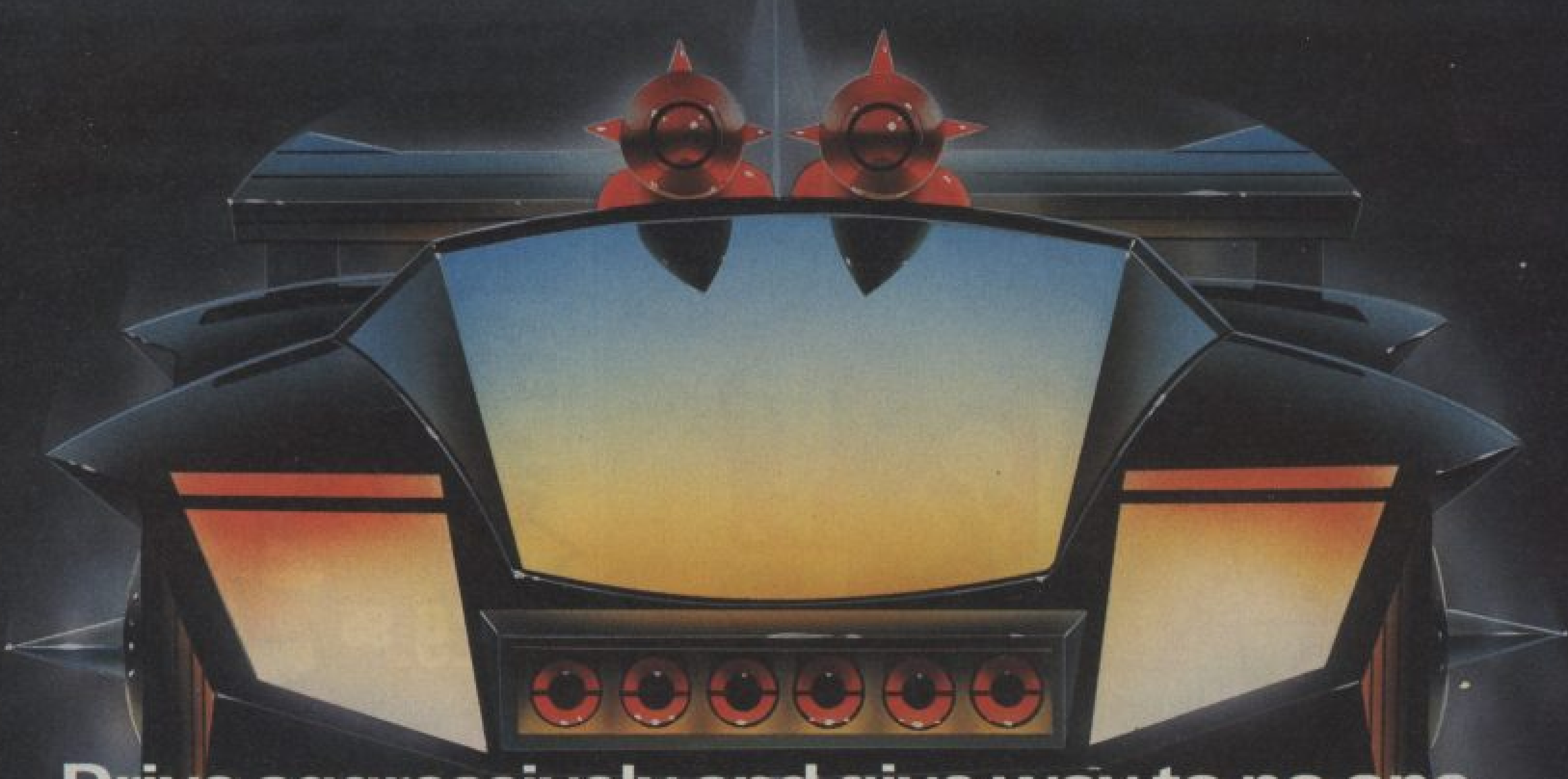



| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**7 Overall**

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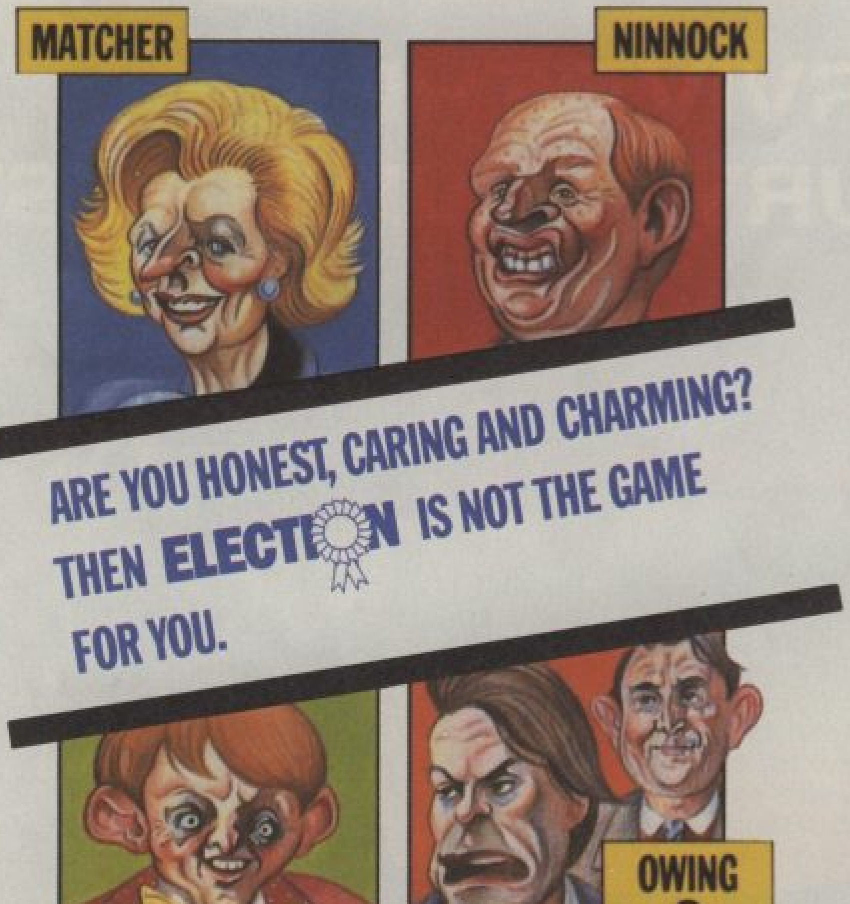
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# REVS PLUS

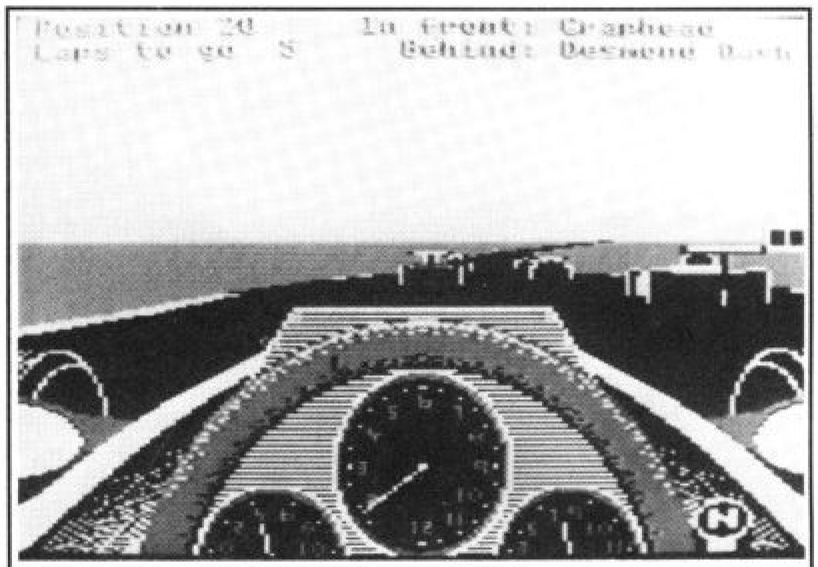
## 64/128
## Firebird
## Price:
## £9.95 cass/
## £12.95 disk

Eighteen months ago Firebird released a game some consider to be the top racing simulation for the 64. It was a conversion from an original game written for the Beed called *Revs*. Some reviewers went ape, others, myself included were sceptical (*trust you Ed*)

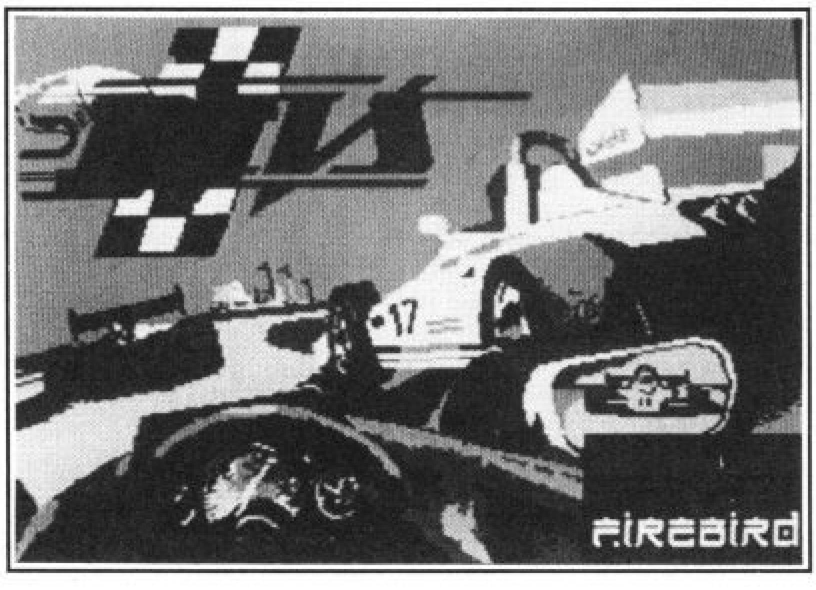
The problem with the first *Revs* I remember was that it looked great, had a very realistic looking cockpit view, made a nice roaring sound as you drove, but was simply unplayable. It asked you to use an assortment of obscure attachments (I mean can you remember where your Commodore paddles are after all these years — you threw them out right?) or to sit there hands spread over the keyboard in some contorted shape like Mozart looking for the lost chord.

In the instructions Firebird boast they have corrected this problem. You can now use a normal switchable joystick to steer with. Fine, but you still have to change up and down and throttle using the keyboard. Why couldn't they put it all on one stick, or if that wasn't possible two. Controlling the car is still something of a trial even for two people.

Maybe you could argue that I'm useless at playing it, but let me say that I can drive and further that I have driven the kind of car this game is based on. Nigel Mansell would struggle to control this machine. One of the other reasons is that this is blindingly difficult to steer. Its not the wheel that's the problem, just that your of the track is so restricted that you simply can't tell what's coming up and when to change down. I realise the view from the cockpit of a Formula 3 car isn't the same as you might get if you were driving a bus, but really it makes it very hard work to stay on the track. You go sliding off at the slightest error.



**20th position and he's stalled (actually it was just easier to take the picture this way.)**




The tracks are all painstakingly contoured to represent the courses of Brands Hatch, Nurburg, Silverstone and several others. The backgrounds are all the same though, so you wouldn't really know the difference — unless you were used to driving the German Grand Prix with your eyes shut that is.

For the rest you get the authentic looking cockpit with the rev counter and nose high wheel. The mirrors are the best touch with cars appearing in them before they go zooming past. All of which is a complete waste again, because whatever way you look at this game it's still frustratingly unplayable and all the nice packagging with its information on the courses of Europe and aerodynamics can't disguise that. Firebird still can't see the wood for the engine transmission. Didn't I say that last time?

**Mike Pattenden**

| | Rating (1–10) |
|---|---|
| **Graphics** | 6 |
| **Sound** | 6 |
| **Toughness** | 9 |
| **Endurance** | 4 |
| **Value** | 5 |

**5 Overall**



Everyone is getting 'stoked out' these days.

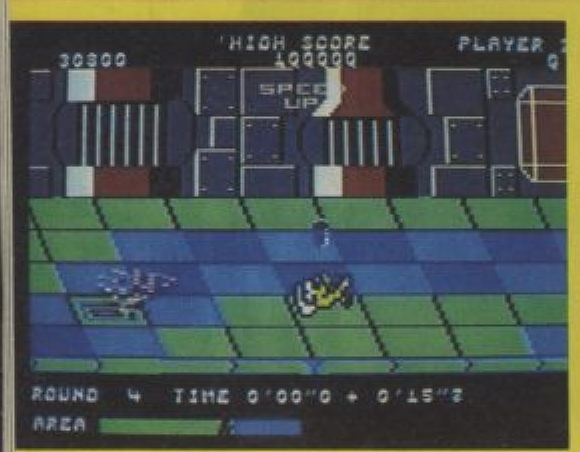



Metrocross — first of the skateboard games.

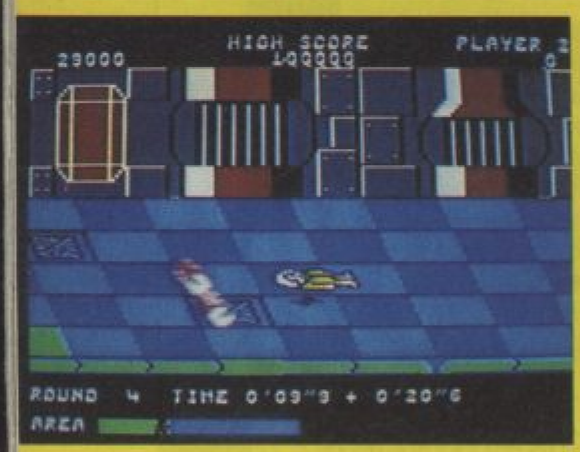
# METROCROSS

## 64/128 US Gold

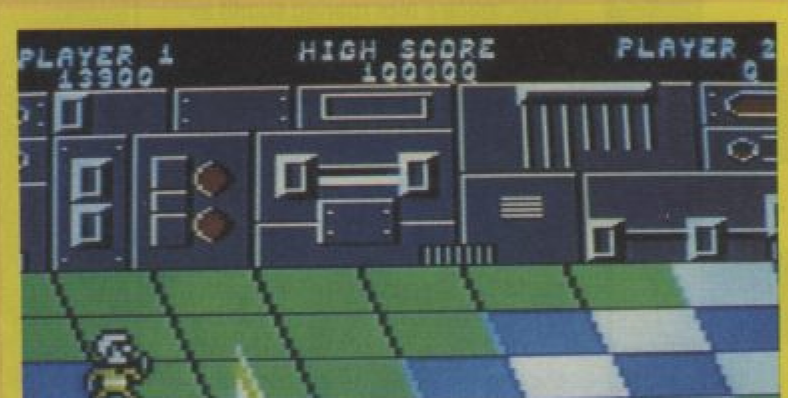
## Price: £9.99/cass £14.95/disk




Calamity! You just got fried.




Flattened by rolling Coke cans.




Grab the stakeboard to save time.

The time has long gone when the release of a coin-op conversion was a certin cue for whooping and hollering. The news of your favourite machine being licensed out is now more likely to bring you out in a cold sweat. The recent batch of mediocre arcade conversions from the major software houses (*Express Raider, Enduro Racer, Jailbreak, Shao-lins' Road, Elevator Action*) may well rebound on them before long. For now, we'll treat them like any other game, so hold on to your cash until we tell you.

*Metrocross* is, happily, a success and it succeeds because it sets its sights on a target it can hit. Although the arcade game is good it relies on its addictiveness for its appeal rather than fantastic sound and graphics. As a conversion *Metrocross* is a straightforward job, and I'm relieved to say the people who did it, Probe, have managed the job.

The gameplay is simple, a cross between hopscotch and an assault course. You guide a character down a sort of hi-tech alley with a floor chequered with light blue, navy blue and green squares. You have to make it from one end of the course (in fact you are supposed to be escaping from the City of Metro) to the other within the alloted time. To hinder you there are potholes, grills which fry you, rolling Coke cans, hurdles and large patches where the floor is covered with green squares which slow you down to a crawl.

In your favour there are objects that will help you avoid the obstacles. Springboards litter the route which enable you to launch your man and send him spiralling over a large distance, but what you really need is the skateboards which also line the route. Jumping on these allows you to avoid the hurdles and zoom over the green squares, weaving in and out of the other obstacles that appear. Then just as you think you've made it, you get flattened by a runaway coke can. . . And that's the appeal of the game, just when you think you've got it sussed you make a mistake under pressure and blow it. Running out of time sees your character frazzled on the spot.

Probe's version, as I've said is, adequate. the game scrolls well and plays without trouble and all twenty-four levels are in there. One moan I do have is the amount of time it takes for you to get started after completing each level, which is excruciatingly slow — almost as painful as listening to the music which accompanies the game.

*Metrocross* is an adequate conversion of an unspectacular arcade game, but we should all be thankful that it has retained its playability. That should be enough to see it do well. **Mike Pattenden**

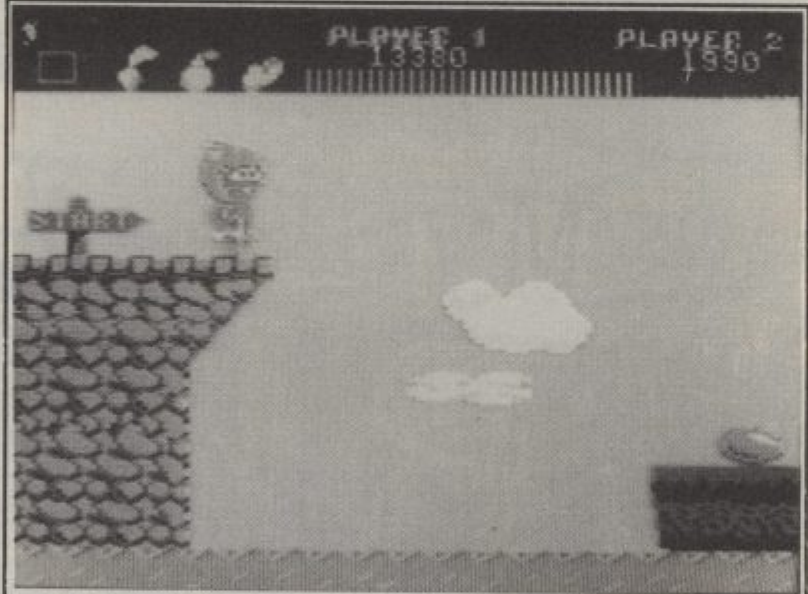
| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**7** Overall



# Wonder Boy

**Activision/Sega**
**64/128**
**Price: £9.99/cass**
**£14.99 disk**

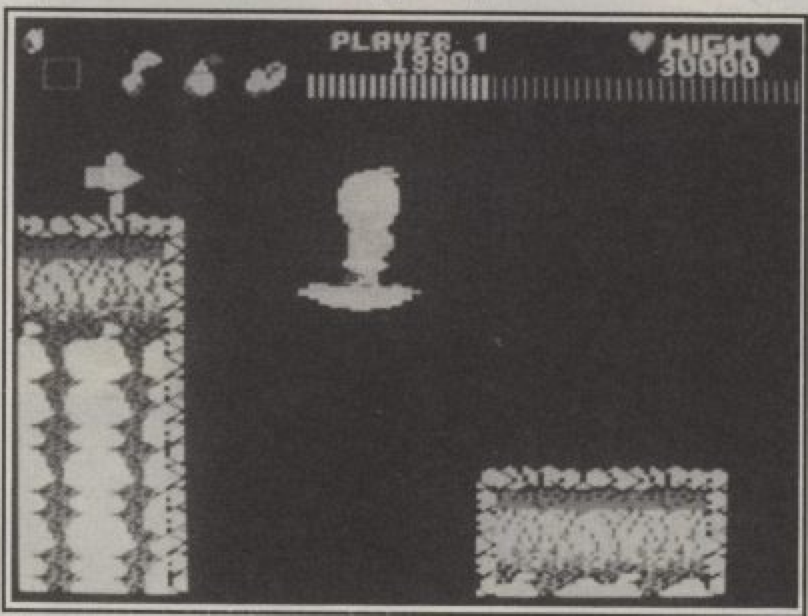



**How's Wonder Boy going to get that egg?**

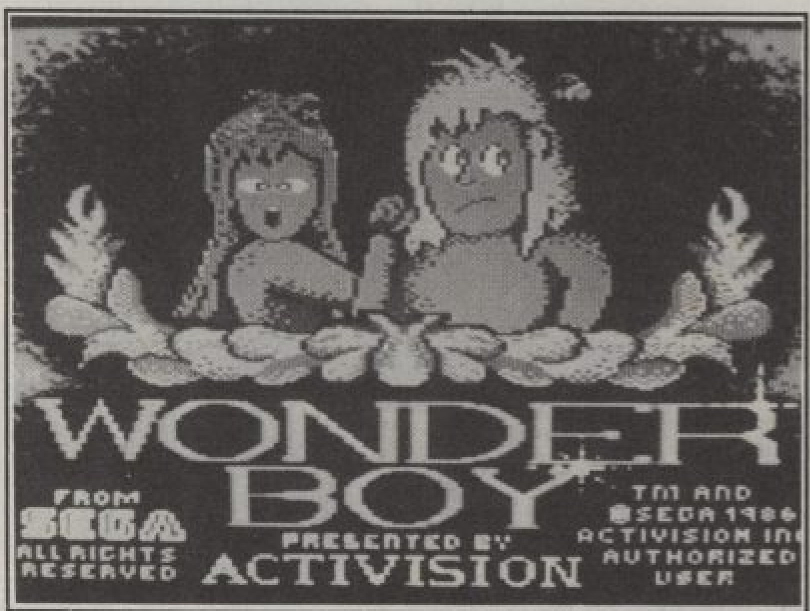
*Wonderboy* is not a happy little lad, and it is not difficult to see why. You see, some evil old King has kidnapped his beloved Tina. (Tina? Come on Activision, surely you could have thought of something more exotic than Tina, Doreen, for example.)

Actually it's difficult to imagine *Wonderboy* rescuing anybody whatever her name is. He is a bit of a wimp. A baby-faced kid not long out of nappies.

**More than a little platform-like.**




**Wonderboy and Tina in the buff on the title screen.**




His quest begins in the jungle — dashing from left to right across a scrolling backdrop of trees. Looks a lot like some earlier Activision titles this bit — the Pitfall series. He hasn't travelled far when he stumbles into a golden egg — which cracks when he hits it, revealing a 'battle axe'. The axe is essential if he is to survive very long in the jungle — using it to waste the snails, snakes, bees and poisonous frogs that are determined to stop him seeing his lovely Tina ever again.

To get to his girl Wonderwimp has to successfully dash through seven "bizarre and treacherous" territories. Each of these is divided up into four levels with a giant ogre at the very end whom our hero has to waste with his axe. Not easy this — as several direct hits are required.

Converted from the original coin-op the game has lots of bright colours and 'cute' graphics. It is unmistakably Sega.

The kind of touches that characterise the Sega approach are the guardian angel that flies alongside *Wonderboy* on the second level of the first territory protecting him from the nasties for a short time, there are also the bright red fishes jumping out of the sea, and the wisps of cotton-wool like clouds — some of which *Wonderboy* can ride platform style.

The overall feel of the graphics is of nice, chunky, near cartoon approach. This is also faithful to the original coin-op.

The point at which *Wonderboy* loses its authenticity as a conversion is in the playability. It lacks that smoothness of scrolling and ease of gameplay which is another strong Sega trademark. It also adds an unnecessary element that was not in the original — you have to push the joystick up as well as pressing fire to jump. This adds a new and unnecessary co-ordination challenge to the game.

As far as I could tell all the other elements of *Wonderboy* are faithfully re-created here. It includes the 'vitality meter' which *Wonderboy* must keep constantly topped-up by eating the fruits and other morsels dotted around the screen. Your score and the highest score of the session is also displayed at the top of the screen.

Bonus points can be earned by completing the land you are on before you run out of vitality — the remainder is converted into bonus points.

*Wonderboy* is a bit of mish-mash. You've got just about every game element you could want thrown in — there is running, jumping, blasting and platform capers as well.

The ubiquitous skateboard is there. *Wonderboy* can really start motoring when he gets on this. The only drawback is that he travels so fast on his board it is easy for him to collide with obstacles. Good fun, though, getting the board — shame there aren't more opportunities in the game to get it.

The real challenge of the game is to see how far you can get. Sure, you want to rescue the gorgeous Tina (yawn) but most importantly you want to see what the next level looks like — the landscape, the challenge and what future golden eggs have in store.

Activision and Sega get full marks for using the 'goals' system in *Wonderboy*. This is a marker system whereby when you reach a certain point in the game — a 'goal' — you only have to restart the game at this point should you lose a life.

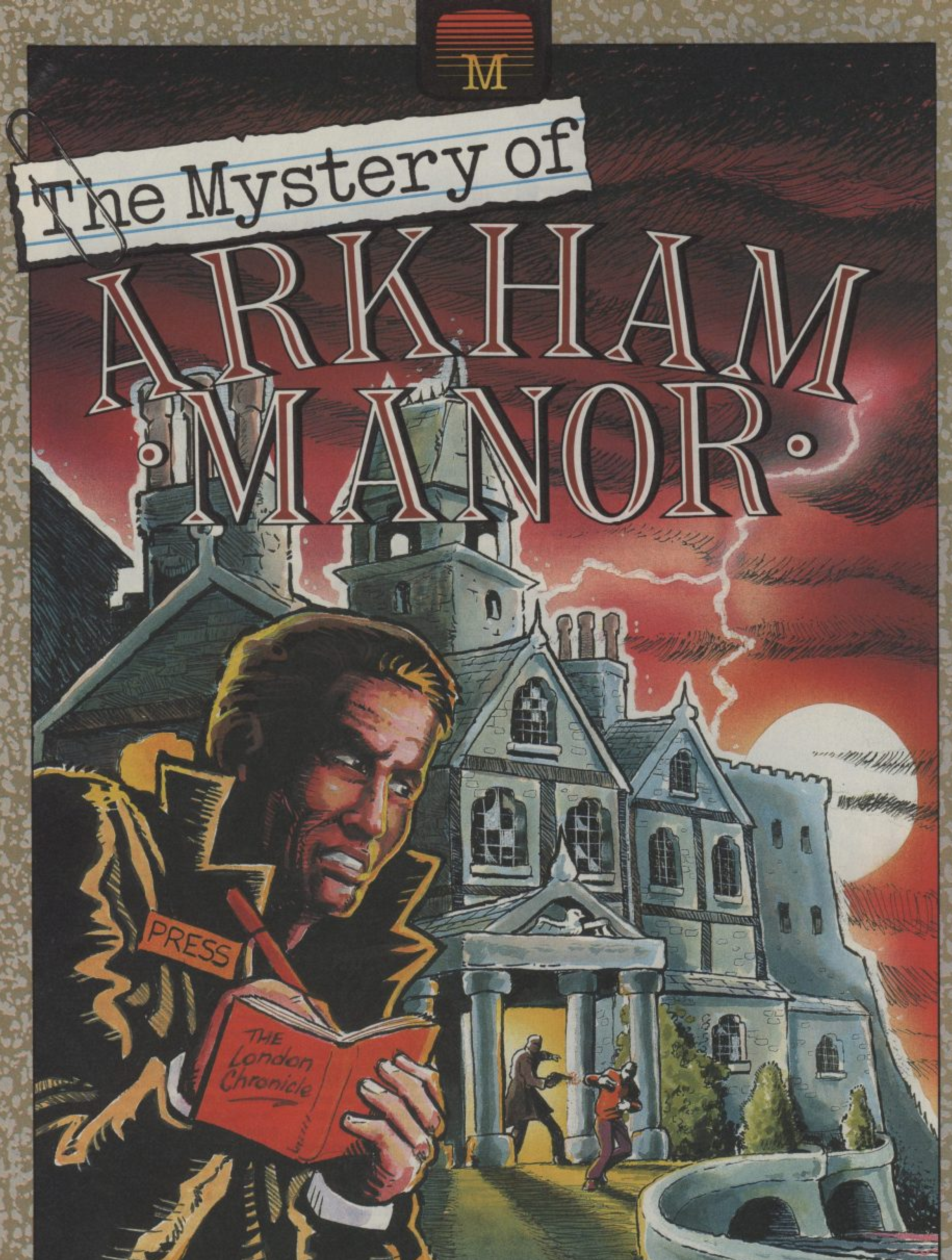
*Wonderboy* is a reasonable conversion of a reasonable arcade game. In truth the game never set the world alight in the arcades and probably won't on the 64 either.

Personally I like it — but I have to qualify this opinion by explaining that I am a great fan of this particular type of game. Any scrolling — shoot 'n' jump gizzmo that challenges you to see how far you can get is fine by me.

**Eugene Lacey**

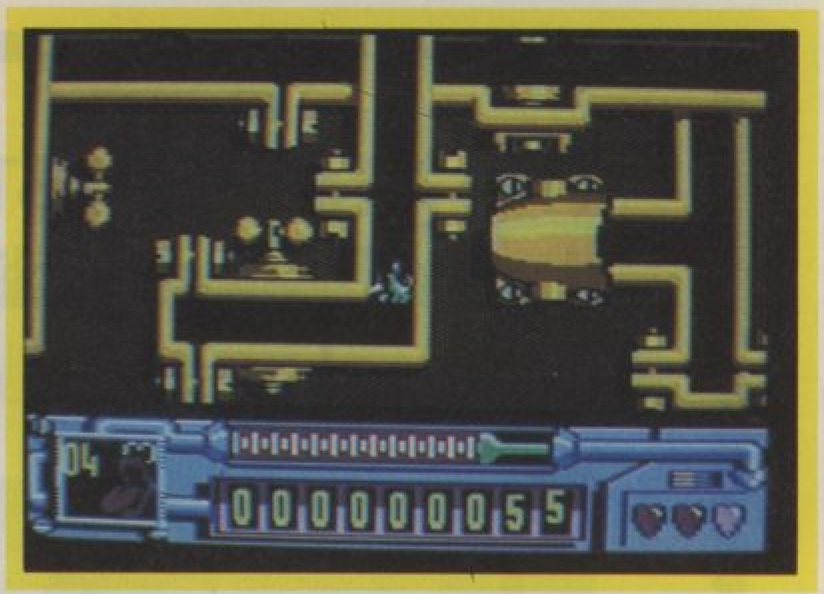
- Graphics: 7
- Sound: 6
- Toughness: 6
- Endurance: 6
- Value: 5

**6 Overall**

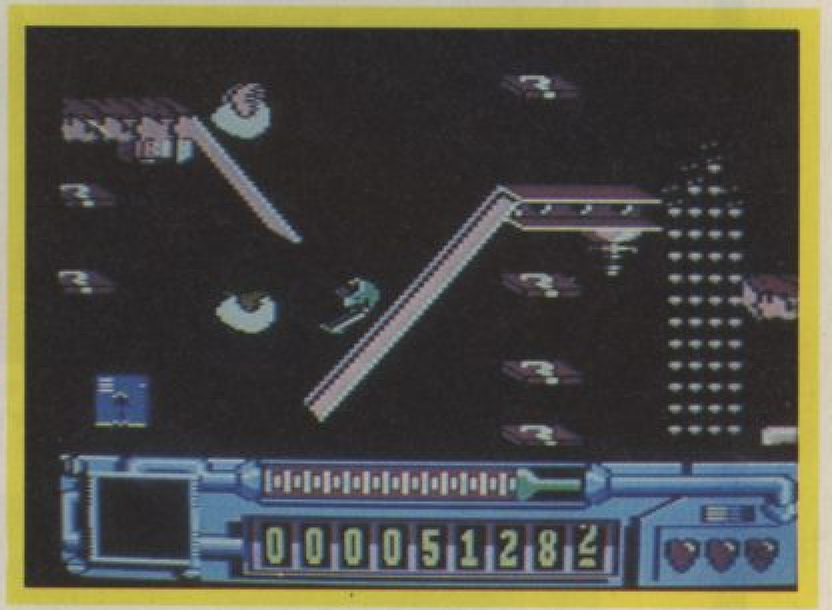



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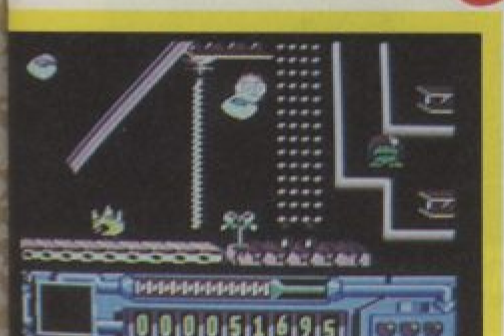




The large gold funnel is the entrance to lower levels.




Whee! Down the slide goes Thing.

# THING BOUNCES BACK




Trapped! Well, almost.

It's two years now, since Thing first hit the screens of the 64 whis spring to become the surprise hit of '85. He's bounced back and this time he's definitely hoping to bounce as high as Number 1.

Remember the evil goblin our hero dealt with in part one? No, well don't worry neither did I. Anyway apparently he's built an immensely powerful computer (Yes Francis, even more powerful than your Amiga!) and the 'orrid sadist has infiltrated a toy factory, and used this mighty machine to possess all the lovely cuddly toys, turning them into psychos! Of course there is no way our hero is going to let this go by unnoticed. So off he bounces and in a couple of 'boings!' he arrived punctually in the world of the psychotic Cindy-doll . . . Thing must collect part of computer program found scattered around the factory, this I can only assume turns the computer 'nice' again . . . how sweet!

Before Thingy actually enters any of the factory's eleven rooms, he must travel down the air vent system to decide which one he chooses to enter. It isn't very easy to decide as the only control you have of thingy is to reverse his direction by pressing fire. This, most of the time, meant that I always ended up in the same room. Still now its time to spring!

Once you are inside one of the factory's rooms (each of which are about twelve screens in size) you will probably say to yourself "Oh cr★pes, I've just forked out ten sobs for a platform game" as I would. But don't fret there is a hell of a lot more depth than the likes of *Manic Miner* etc.

The room consist of a mass of pipes, slides, but (surprisingly) without all the slimey aliens! No, in this game it's strictly demented toys! This should have been a perfect opportunity for some funmaking but Gremlin missed the chance. Just imagine — they could have had Barbie and Crystal Ken looking similar to Ian Brady and Myra Hindley, or even the Care Bears brandishing kitchen knives and sawn-offs. No, Gremlin decided not to take advantage and do boring "likeable" little sprites . . . Yeuch!

To kill the sprites you can either leap high in the sky and land on their cuddly little bonces, or you can do it the easier but far less satisfing way, and use the bullets which can be acquired.

The bullets and many other little thingumybobs are to found under surprise boxes, which when bumped into will release their treasure or booby prize, such as the ten ton weight that all too often drops on your skull, causing you to lose one of your precious lives.

Thing 1 was a fantastic little game two years ago, but number 2 is so similar I am in two minds as to whether it can succeed. But the best way I find to look at it is that, Monty has been on top after all this time, why the hell can't Thingy do the same.

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**8** Overall

# The Atari 520 ST gives you the power to defeat deadly enemies, slaughter monsters and outwit cruel captors.



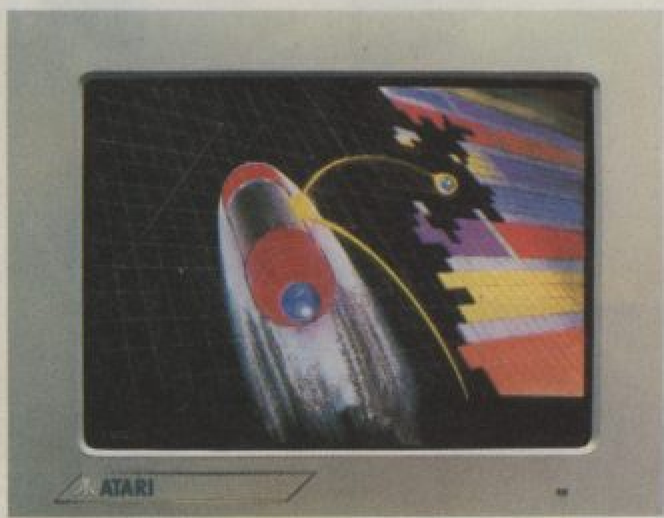

**Gauntlet – U.S. Gold.** Enter a world of monsters, mazes, mystery and combat in the ultimate role-playing fantasy game.




**Tai Pan – Ocean.** Voyage to 19th Century Hong Kong for action and excitement with pirates, smuggling and mutiny.




**Metrocross – U.S. Gold.*** It takes lightning reflexes to get past the potholes, obstacles and forbidden zones to reach the other side. And that's just the beginning!




**Arkanoid – Imagine.*** The latest smash-hit coin-op game! Are your reactions quick enough to handle 33 different play screens?



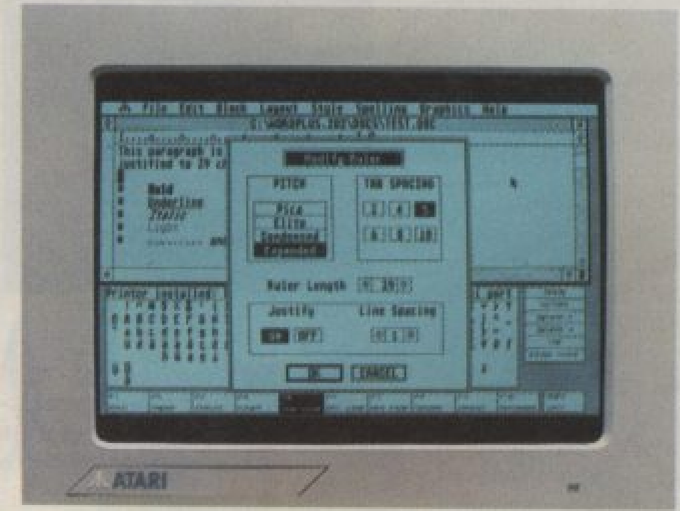

**Star Raiders – Atari.** Star Raiders are the only force strong enough to hold off the Zycroids. Your task is to command the Starcruiser – are you up to it?




**Flight Simulator II – Sublogic.** Take the controls of a Cessna 182 or Learjet 25G. With high speed 3D graphics for take-offs, landings and acrobatics, it's just like the real thing!

*Screenshot

# But it's not all fun and games.



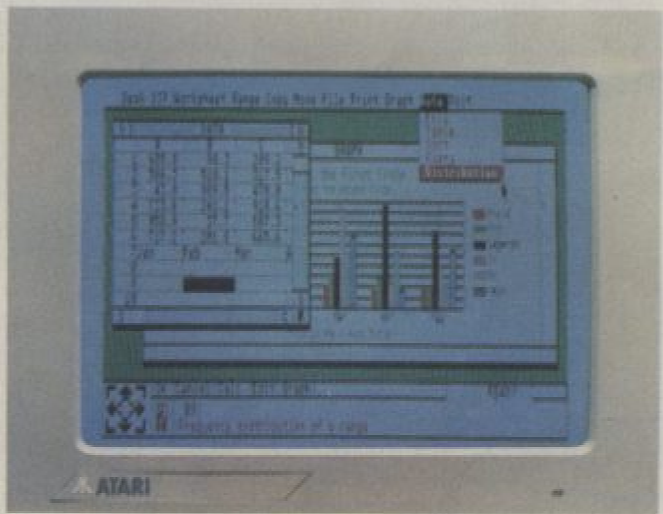

**1st Word Plus – G.S.T.** Professional word processor featuring U.K. spellings and integration of graphics including 1st Mail for full control of form letters etc.




**Superbase Personal – Precision Software.** All the features of GEM combined with full relational database power. Easy to set up, flexible, plus unique picture index facility.




**Fleet Street Publisher – Mirrorsoft.** The complete desk-top publishing package. Gives you page make-up combining text and graphics for sophisticated, professional looking documents.




**VIP GEM – Silica Distribution.** VIP Professional is an integrated spreadsheet, database, and graphics package. GEM environment plus Lotus 1-2-3 compatibility.

Mixing business with pleasure is no problem with an Atari 520 ST. Not when you've got over 1,000 software titles to choose from.

You'll find all the latest games and a huge range of business titles from the top business software houses. And the range is growing all the time.

You won't be short of power, either. The Atari 520 ST is twice as powerful as most business micros.

So you'll be able to create spectacular colour graphics. Even animate them to make your own films.

If you're musically minded, you can compose and play a full symphony.

Or, for those who'd rather write programs than music, the 520 ST supports over thirty programming languages.

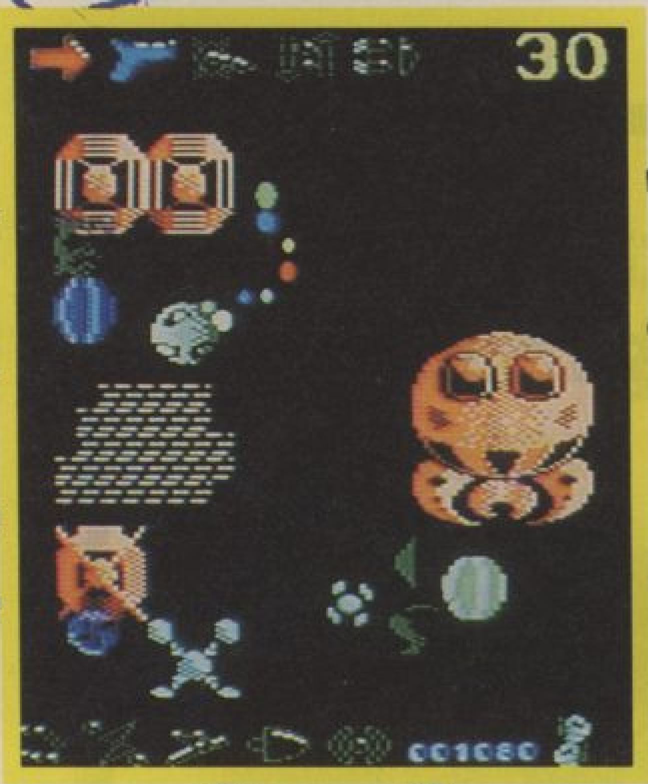
In fact, whatever you're looking for in a computer, you'll find it in the Atari 520 ST.



**ATARI 520 ST**

**WORKS HARD · PLAYS HARD**

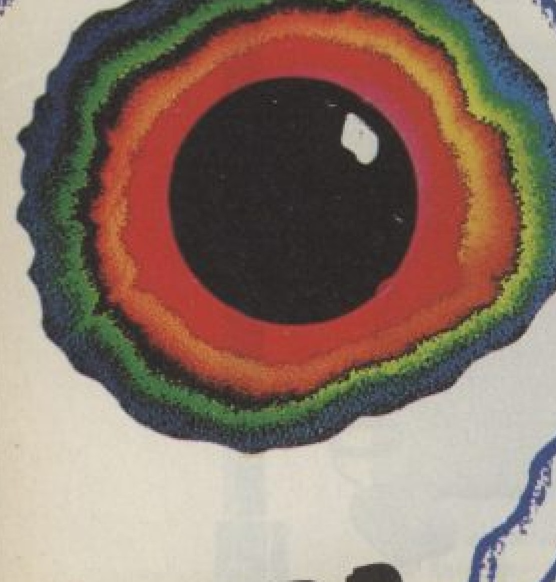
...hots are from the original Arcade game. If you require any further information concerning software featured please write to: PO Box 555, Atari House, Railway Terrace, Slough, Berks SL2 5BZ




The secret of I'Ball is not to shoot your extra weapon-thingies before you dock with them.

# I,BALL

**64/128**
**FIREBIRD**
**Price: £1.99/cass**



It says here that the totally evil Terry Ball has captured your buddies, Lover Ball, Eddy Ball, Glowball and No Ball. He's locked them up probably because he's jealous of their names. Here's a few witty names I made up earlier: Mandy Ball, Canni Ball and Lucille Ball. Better stop now, this is getting Un-Barry Ball.

Your job as I, Ball, is to power your way through 16 defence zones to rescue your spherical mates. A complex-maths formula tells you one of your buddies will be set free every fourth level.

Sounds a bit like a kid's game, doesn't it? Well, it may be dressed up that way, but it's really a fast-moving, upward-scrolling shoot 'em up. And a pretty classy one at that.

It's probably the dressing up that makes this game so much fun. Instead of alien spaceships with names full of 'x's, you avoid roulette wheels, microwave ovens and doughnuts. Some objects can be bounced off whilst others, when hit, lose you a life. Just to make it easier for you, the latter flash on and off. Everything that comes floating down the screen is brightly coloured, spins and twists and is in 3-D. Like looking through a kaleidoscope really.

As you proceed up the levels, the whole thing becomes more congested and more like a maze. There's lots of bouncing to do before you find a way through.

The weapons (picked up by bumping into power discs) are pretty neat too. One looks like a machine gun firing Smarties. Gathering weapons is essential as you progress up the levels. Without the sideways-firing laser, for example, you probably won't get past the third level. The smart missile and molecule bomb will be pretty useful too. But the ultimate weapon — and I've not picked it up yet — is the Rainbow Ripple Laser. Do you fire it or lick it?

Gameplay is well thought out. When you lose a life, you merely go down the course a little bit, and you lose one of your weapons — none of this highly irritating starting from scratch business. You have 50 seconds to complete each level. Levels are fairly short and the first three are reasonably easy. But it does get increasingly difficult and challenging for the more experienced player.

I've saved the best bit until last. Music and sound effects are completely brilliant. A funky number accompanies you up the screens, and is good enough not to make you go nuts after half an hour. That's interspersed with digitally sampled speech, the most realistic I've heard yet.

Sadly, the bloke sounds like a Radio 1 DJ, and his vocabulary is similarly restricted to: "I, Ball, I, Ball, I-I-I-I-I, Ball, I, Ball", "Game Over" and "Oh, No!" The final "I, Ball" in the sequence is high pitched and sounds like the little prat in the Weetabix ad.

You hear "Oh, No!" quite often, every time you lose a life, in fact. It's difficult to describe what it sounds like. So try this experiment. Put on a brilliant Fila tennis vest, go out and buy a Tutti Frutti Cornetto and accidentally dribble it down your front. "Oh, No!" That's it.

**Bohdan Buciak**

The Single Lazer wastes nasties like nobodies business in I'Ball.




"Oh no", says that miserable speech-ditigised cockney as I bit the dust again.



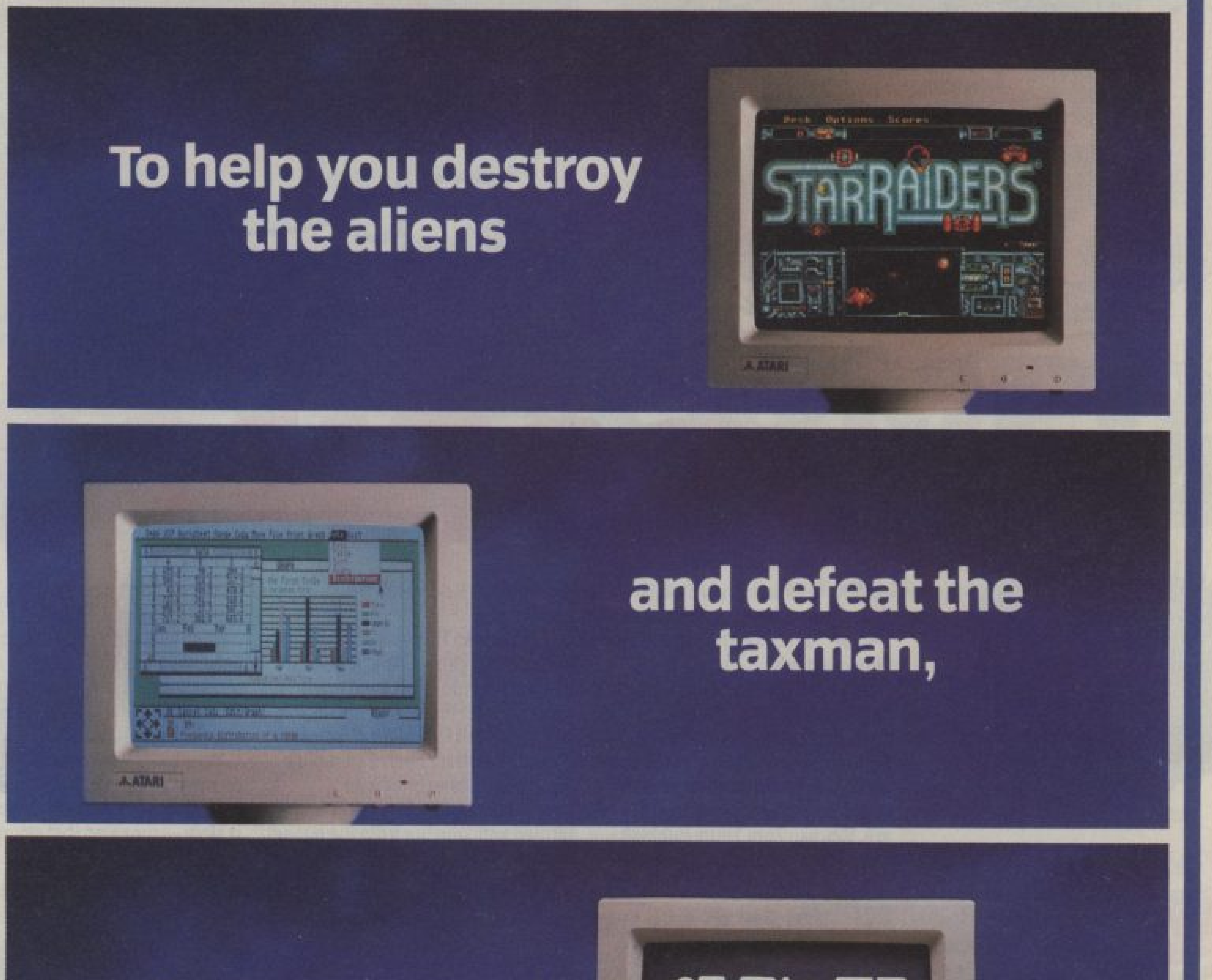

Level 3 Eh? Now the Ed screen-shot-king is really getting mean.




CHEAPO — of the month

| Rating | Scale 1–10 |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**9 Overall**




For a limited period, the Atari 520 STM is even more of a knockout than usual.

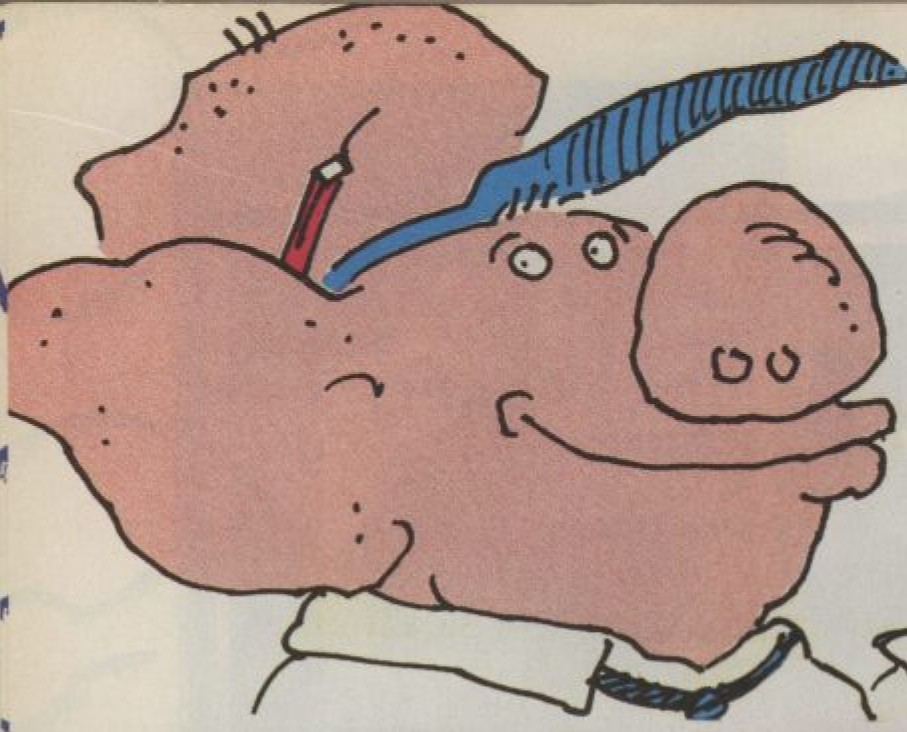
We're offering it for just £449.95 (inc. VAT) complete with SF354 disk drive, SM125 mono monitor,* a mouse worth £24.95 and 1st Word, worth £49.95.

So as well as saving you from the enemy, the 520 STM will also save you £184.

You'd better hurry though, because it won't be long before our stocks are wiped out.

**ATARI 520 STM**
WORKS HARD · PLAYS HARD

*Offer includes mono monitor. The 520STM plugs into a standard colour T.V.



**64/128**
**CRL**
**Price: £8.95/cass**
**£14.99/disk**

Tom Thug is bashing things up again.

# OINK!





Oink launched a weird and wonderful bunch of anti-heroes on the comic buying public last year.

Most of them were pigs with names like Psycho Gran, Super Ham, and Lashie the Wonder Pig. Porkers are everywhere in the comic but there are also some humanoids occupying the panels. Stars they are, too, like Tom Thug, Rubbish Man, Harry the Head and, Horace (Ugly Face) Watkins, and Pete and His Pimple.

The titles alone will bring a smile to your face. Buy the comic and you are guaranteed a good few belly laughs.

CRL took the incredibly brave step of attempting to turn three of Oink's favourite stars into a computer game. In terms of recreating the feel and fun of Oink! on screen this attempt has to be judged a failure.

You can't criticise the programmers too much for this. It is, after all, tough enough to convert one comic strip effectively — so to try and do a whole comic with several different strips verges on the impossible. I can't think that CRL spent too much time chewing over this thorny problem however.

My guess is that the solution came to them in a flash — something along the lines of 'lets just rip off three well known arcade ideas and call it Oink!

In fairness, there is a little bit more too it than this. You get to colour in ten blank pages of a cartoon strip. Just colours though — no funnies.

The sub games — where you earn the points to colour in the squares are an Arkanoid type games, a Zaxxon type game, and a scrolling shoot 'em up along the lines of Paradroid. I'll deal with them separately.

**Arkanoink:** This was my favourite of the three games. The 'Breakout' revival was too short lived in my opinion after the launch of Ocean's *Arkanoid* and Gremlin's *Krackout.* Arkanoink offers twelve incredibly tough screens of brick wall computer squash. Your ship is armed with gun fire from the out-set — so you don't need to grab capsules like in *Arkanoid.* The nasties look fantastic — like tropical fish. There are also question marks to be gunned down — you find these in all three games. They increase your energy level.

Your bat is very near to the bricks on most screens of Arkanoink which makes life very difficult. Bat control is slow — meaning that returning

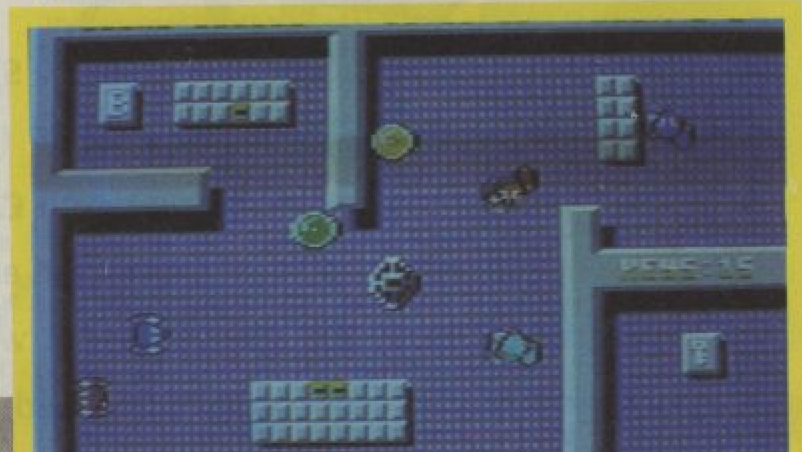
Screen two of Arkenoink. Boy is it tough.

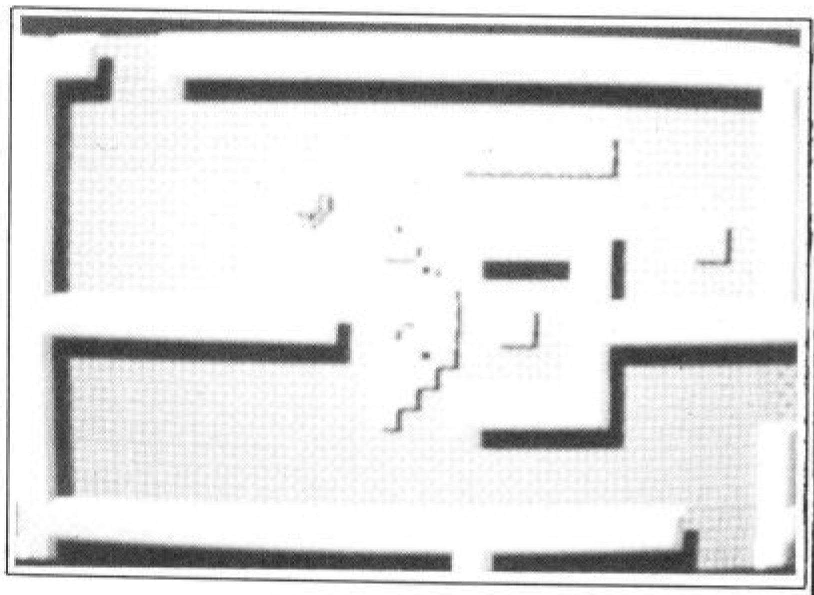


Tom Thug patrols the screens in his 'Thugmobile'.




Cartoon strips are now filled — get ready for the jokes.





certain balls is virtually impossible without a large degree of luck.

All in all a useful rip off. Difficult and addictive. Arknoink is supposed to be based on Pete and His Pimple. The connection defies me.



**Zaxoink**: can make the strongest claim to resemble a character in Oink. At least the character does look like Rubbishman with his cape flapping in the breeze as he flies above and below the obstacles on a futuristic landscape.

Six zones to crack to earn the bonus panels. Rubbishman can only move up, down and forward — so careful flight is imperitive. Occasionally he has to blast his way through the bricks and also shoot the question marks to earn extra energy. Flying underneath certain obstacles is a tricky manoeuvre. You have to make sure Rubbishman's altitude is correct by looking at his shadow on the ground. There is an impressive 'whoooshing' noise as he rises and descends and the explosions of crumbling bricks is nice and loud. *Zaxoink* is then, highly addictive. A fairly tough challenge of fly, manoeuvre, and blast.

**Paradroink**: Is based on Oink's favourite bully — the 'orrible, the objectionable, the nasty, the one and only — Tom Thug. Shame the game looks nothing like him. The objective is to move Tom's 'Thugmobile' around the scrolling screen destroying the bonus blocks. There are two types of nasties — the 'zombies' that can be destroyed for once and for all and the 'homing drones' which are much tougher. These can only be temporarily stunned. To make things even more difficult the Thugmobile cannot shoot and move at the same time — which means that the route you take has to be thought out very carefully. It would be wise to map as you go so that you can remember where you have been. As Tom travels he has to destroy the blocks that cover the exits to other screens. To obtain his coverted bonus panels he must destroy the bonus blocks.

*Paradroink* is slow and laborious. A real chore to play. The main game — the business of assembling a comic strip with the bonus panels you have earned in the three sub games is incredibly tedious. The method of transferring the bonuses to the appropriate screens is over complicated and should have been carried out automatically.

The main game could have been tremendously improved if it actually gave you a real cartoon strip especially written for the game — something like Rubbishman, Tom Thug, and Pete's Pimple run riot inside a 64 for example. All you get are the coloured panels — that are coded with certain jokes. In my view this makes playing the sub games hardly worth the effort.

Fortunately the three sub games are good enough in their own right to make the whole package worth the dosh. Three enjoyable games on one load is what you get in Oink. If you want jokes too, buy the comic.

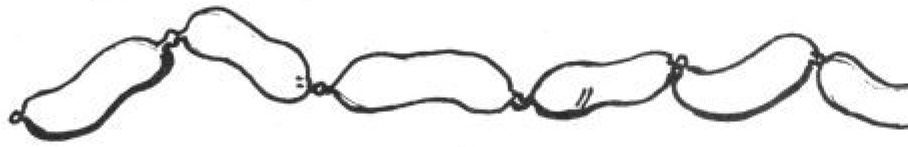
**Eugene Lacey**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| **Graphics** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **Sound** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **Toughness** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **Endurance** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| **Value** | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

**7**
**Overall**

# FAT PIG COMPO

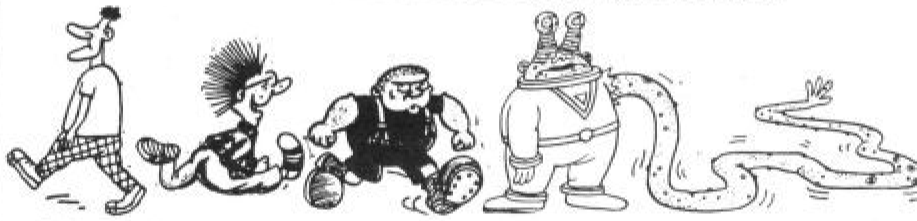
***Oink! Oink! Here's your chance to become a real fat porker with a pig sty of goodies up for grabs. We've got T-hirts, mugs, free comics, post cards to take on your hols, oh and a half-a-pound of pork sausages.***



***Ok it's a bit of a loony competition but Oink is probably the most loony comic ever released.***

***In the spirit of that lunacy we want you to suggest the most ridiculous comic strip hero you can think of.***

***Just to remind you of some of the comic strip nutters that live on the pages of Oink! here are some of their names — Burp, The Sekret Diary Ov Hadrian Vile Aged 5⅝, Superham, Mister Big Nose, and last but not least Hector Vector and His Talking T-Shirt.***



***There's a few to get you thinking. So get your imagination going and send us your ideas. We'll send them off to the Editor of Oink! for his perusal.***

***We have a splendid Oink! bumper package for the character we consider to be the funniest.***

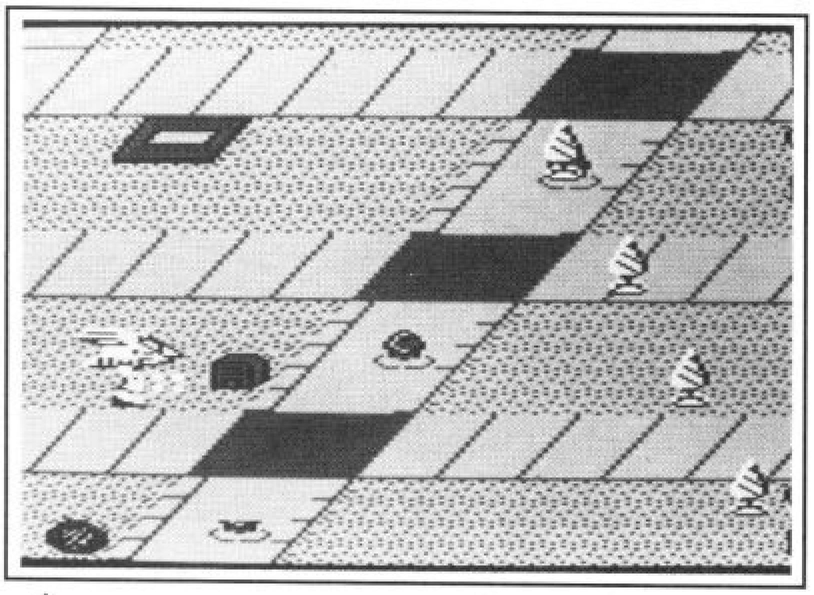
***There are also twenty copies of the game for runners up.***

***Entries should be sent to Fat Pig Compo, Commodore User, Priory Court, 30-32 Farrringdon Lane, London EC1R 3AU.***

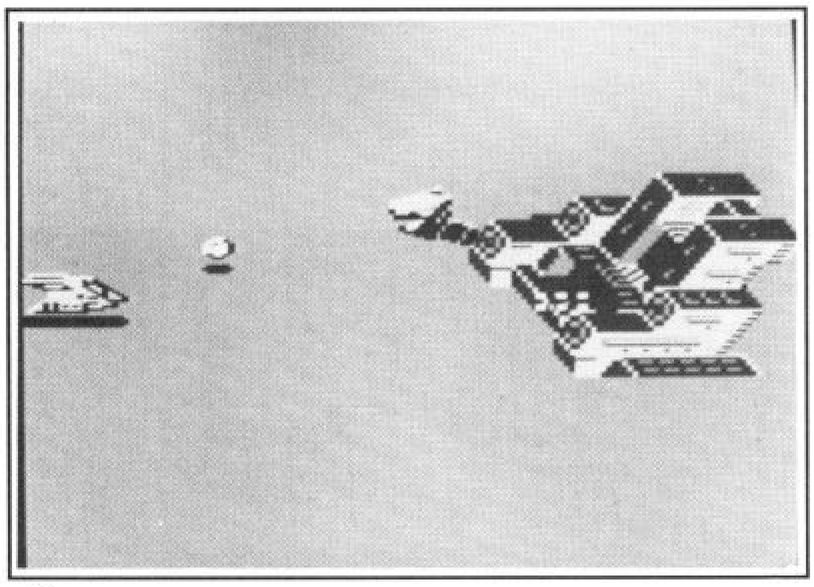
***Entries must reach us by June 26 and it will immeasurably improve your chances of winning if your entry is written on a saucy seaside postcard.***

CU COMPETITION





Max attacked by Hornby conifer trees.



Max meets the mega machine.

# MAG MAX

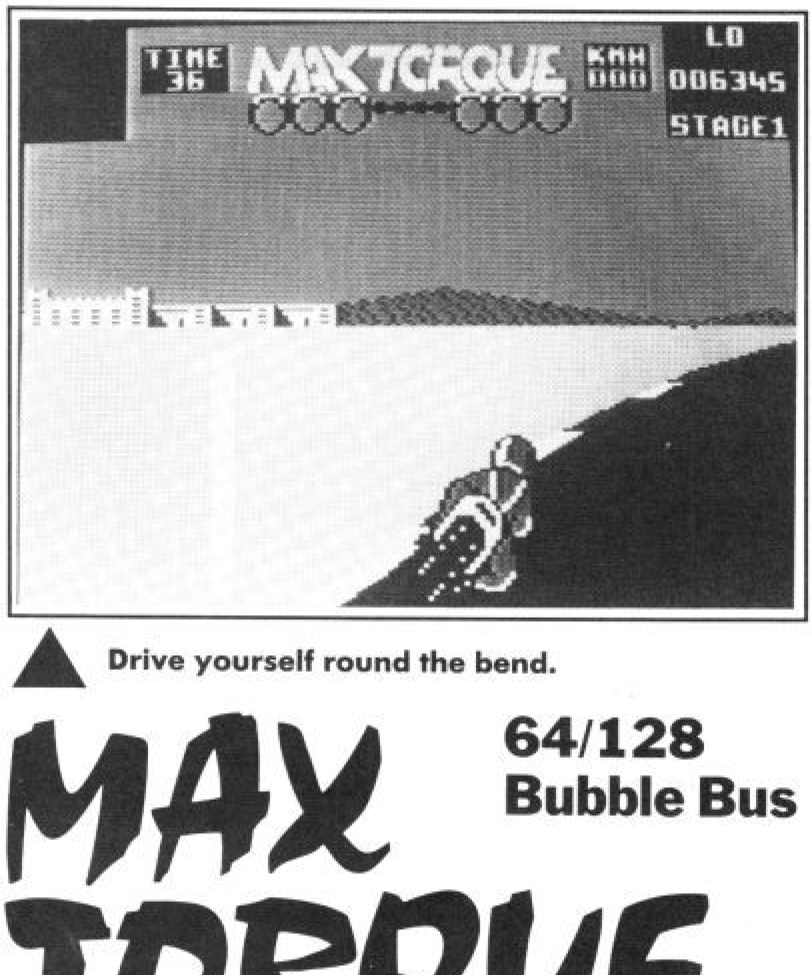
**64/128**
**OCEAN**

**Price:**
**£9.95/cass**

Arcade conversions. In my opinion they should be burnt, have the ashes locked in a safe, then buried six foot under without a headstone. (*You don't like them, then? Ed.*) To be fair not all arcade conversions are that bad, but if the Commodore was designed for arcade clones it would have 16 bits, a 640×400 column display and be called an Amiga. *Mag Max* is a shining example of how bad conversions can really be. In the arcade it was fun, a bit weak for the time it came out but it still ate a lot of my ten pences.

The plot is that you're the last hope of a devastated planet. You start with only a puny space craft setting out to find the robot Max. For thousands of years the planet has been at war — finally it lost. But unknown to the victors as the last resistance was quelled a switch was triggered somewhere deep in the planet and the robot Mag Max was given life.

Max, however, is in bits and pieces, not surprisingly, and scattered around the planet's surface. Each time you collect a piece of Max it joins onto your space




Drive yourself round the bend.

# MAX TORQUE

**64/128**
**Bubble Bus**

**Price: £8.95/cass**

True to our policy of giving you background details on programmers, we can reveal exclusively that the *Max Torque* programmer is currently 17 and is learning how to drive. This may not bode well for a racing game.

Whether it's two wheels or four, most vechiles either have lots of gears or no gears at all. The motorbikes in *Max Torque* have exactly two gears. they are either examples of advanced Japanese design, or the programmer knows nothing about motoring.

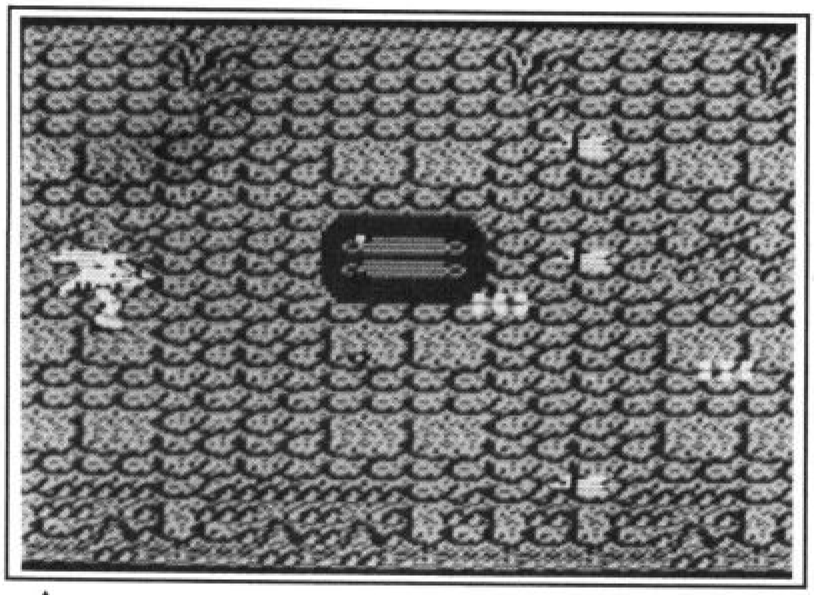
You race through six graphically anaemic stages, jostling with other bikers who are determined to make sure your bike finishes up with no gears at all. As you progress, the whole thing gets faster and your maniac opponents even more murderous.

The screen scrolls towards you, with only the backs of the bikers visible. True to form, there's striped curb and posts lining both sides of the road. As usual in these games, the townscape in the distance never gets any closer. At top right, there's a bend display and on the other side, a speed and distance readout, and a gear indicator — hi or low.

There are seven bikers to choose from, presented in no particular order of difficulty. But it is just possible to define individual characteristics.

When you run out of time on a section, a map is displayed showing you how far you got. That may encourage you to go further, but the map bears absolutely no resemblance to the twists and bends you've just driven through.

Apart from the barren landscapes, graphics are reasonable. The bikes are pretty large and banking them from side to side looks good and realistic. Wheelies are less successful because you see them from behind. The usual billowing dust accompanies a crash and a little smoke can be detected coming off wheels when you bank too steeply. It's all competently done.
Sound is reasonable but not brilliant. Revs change with the gears, there's an attempt at screaching tyres but only a



Blurrgghh!

craft, so when you find and collect the legs they sprout from the bottom of your craft and start walking, other bits can also be found but the game becomes increasingly more difficult and frustrating as you grow larger. It's the *Terra Cresta* effect.

The game is flat, and to put it rather bluntly, the aliens and their bullets travel much faster than you can, especially when you've got the full body of Mag Max. Basically though, the game doesn't have the feel of the original arcade version. It's more like a downgrade of the section in Raid of Moscow when you're flying towards the silos in the second section.

The graphics are a real letdown, comprised of monotonous sprites which do nothing other than buzz around looking boring. The best thing about the sound is that Martin Galway has been allowed to 'remix' the now familiar Ocean/Imagine loading music.

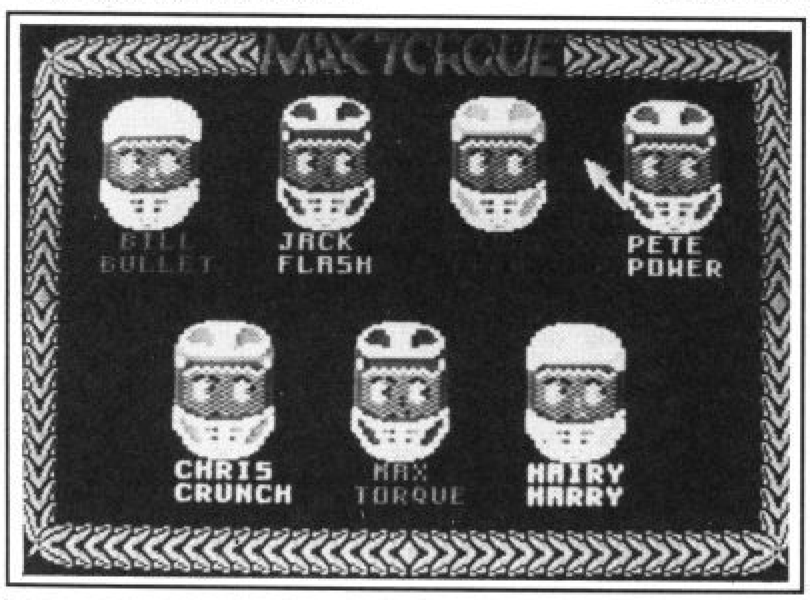
**Mark Patterson**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| **4** Overall | |

medicore crash noise. There's also a thudding noise when your wheels drive over the curbstones. There's no music whatsoever.

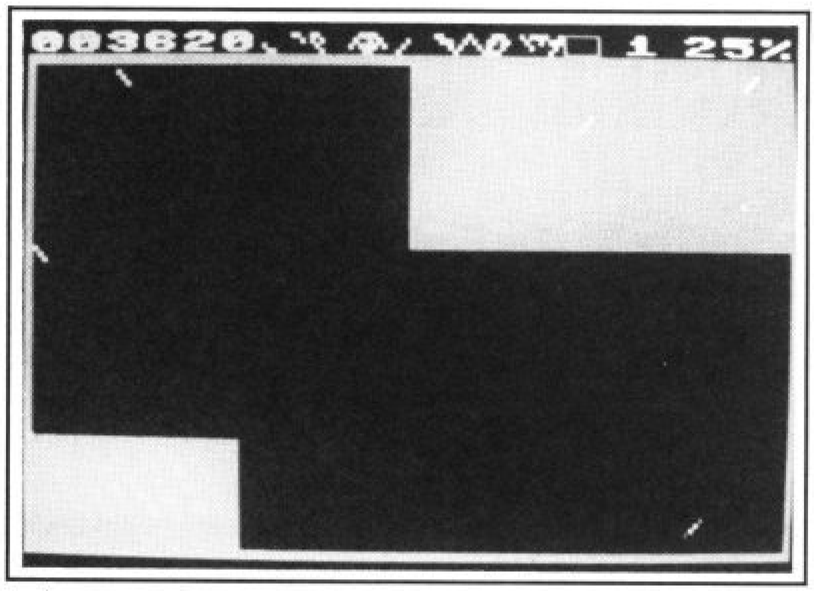
*Max Torque* is no more than a reasonable game. It adds nothing to the stack of racing games already around for 64.

**Bohdan Buciak**




| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| **5** Overall | |

**Bohdan Buciak**



Don't be fooled by stark graphics *Zolyx* is good stuff.

# ZOLYX

## 64/128 FIREBIRD Price: £1.99/cass

The first game I ever fell in love with was called *Styx*. You had two roving 'sticks' of energy shifting randomly around the screen and a couple of malevolent dots which chased you. You simply had to trap the sticks in as little of the screen as possible, by drawing lines to block them off. One touch from the nasties and you were knackered.

This was probably the most simple game ever invented and one of the most addictive. It asked you to think quickly and appealed to your greed and pride. It wasn't enough to be content with the 75% of the screen you needed to fill, you wanted more for the points, and you didn't want to wait your moment patiently.

*Zolyx* has nothing to do with *Styx* at all. Just kidding. *Zolyx* has everything to do with it. It is an updated, well, tweaked, version of *Styx* which many journos have been going ape about since they saw a copy. Let me say now it's still the most fun you can have drawing a straight line, but it ain't as good.

*Zolyx* may be a golden oldie but it's lost some of the appeal. It seems less polished and is certainly less colourful. It is also much, much harder. Three dots bounce around the screen whilst two dots patrol the perimeters. You must try and box the dots whilst avoiding the attention of the others. As you fill in sections of the screen so the two roving dots have more space to move around in. However, each time you fill some screen in, it just turns that area light blue. In *Styx* you could build up a coloured series of geometric squares and rectangles.

The limitations of the latest version haven't undermined the playability of this old classic, but when you consider that a version has just appeared in the arcades again with graphic backgrounds and characters. *Zolyx* would have benefited so much from a few additions like these and maybe some great music.

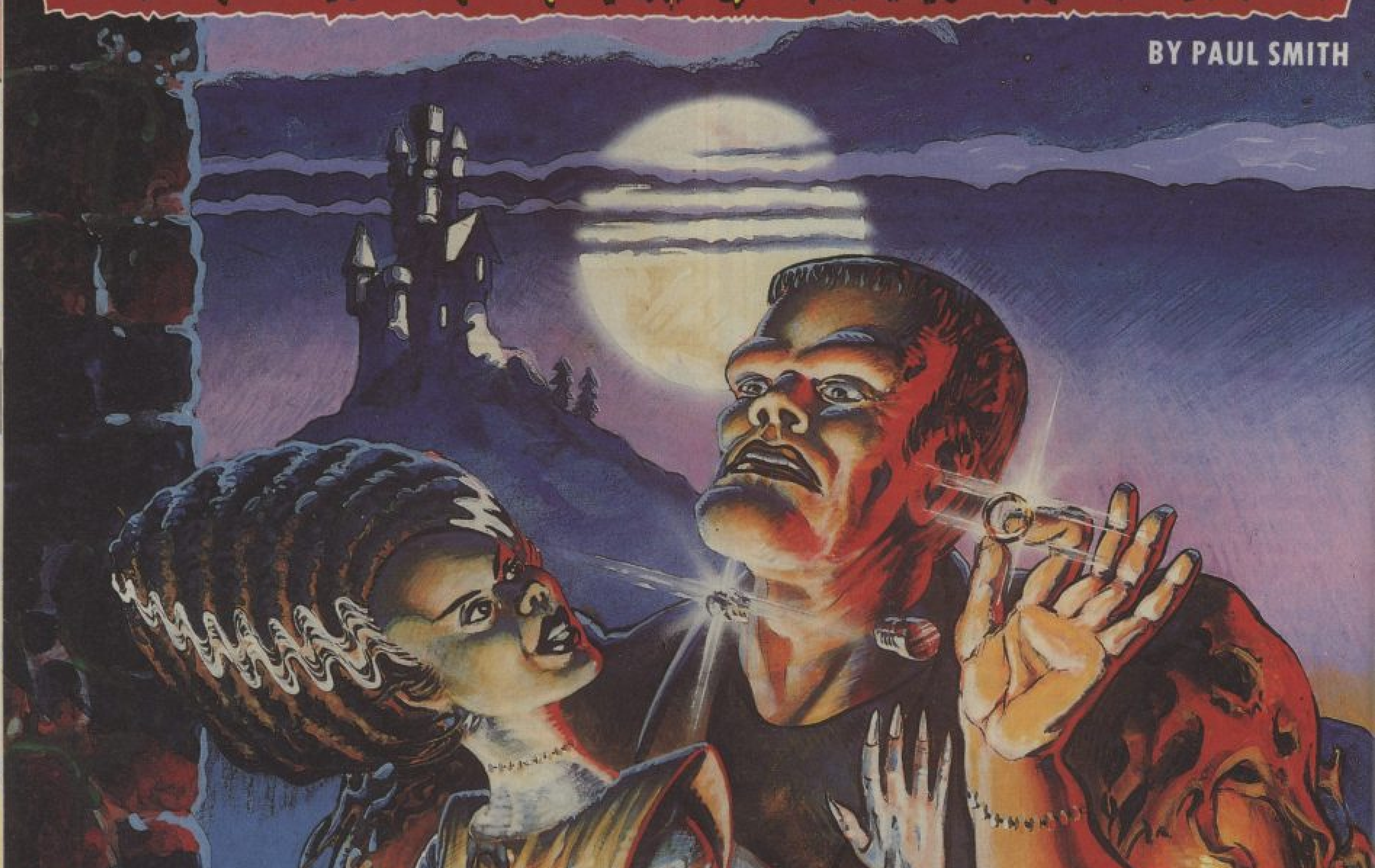
A good cheapo, but one that with a bit of imagination and ambition could have been so much better. Look at *Arkanoid — Breakout* updated. It's still going to be a hit but it's a long way short of taking us where we should be going. Old misery's moaning again.

**Mike Pattenden**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| **7** Overall | |

# BRIDE OF FRANKENSTEIN

BY PAUL SMITH

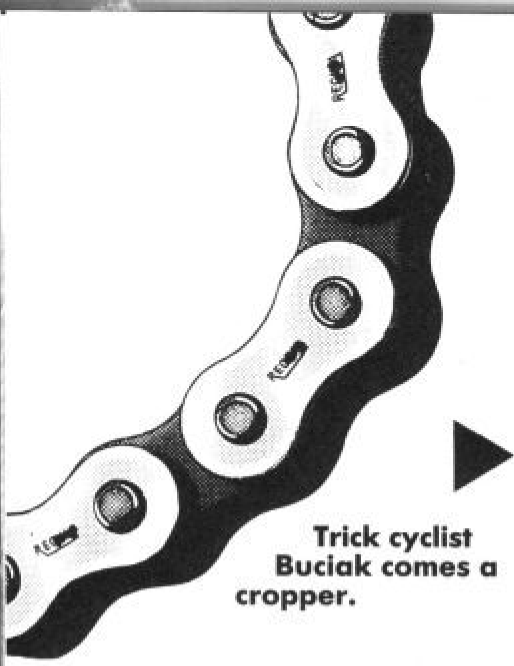




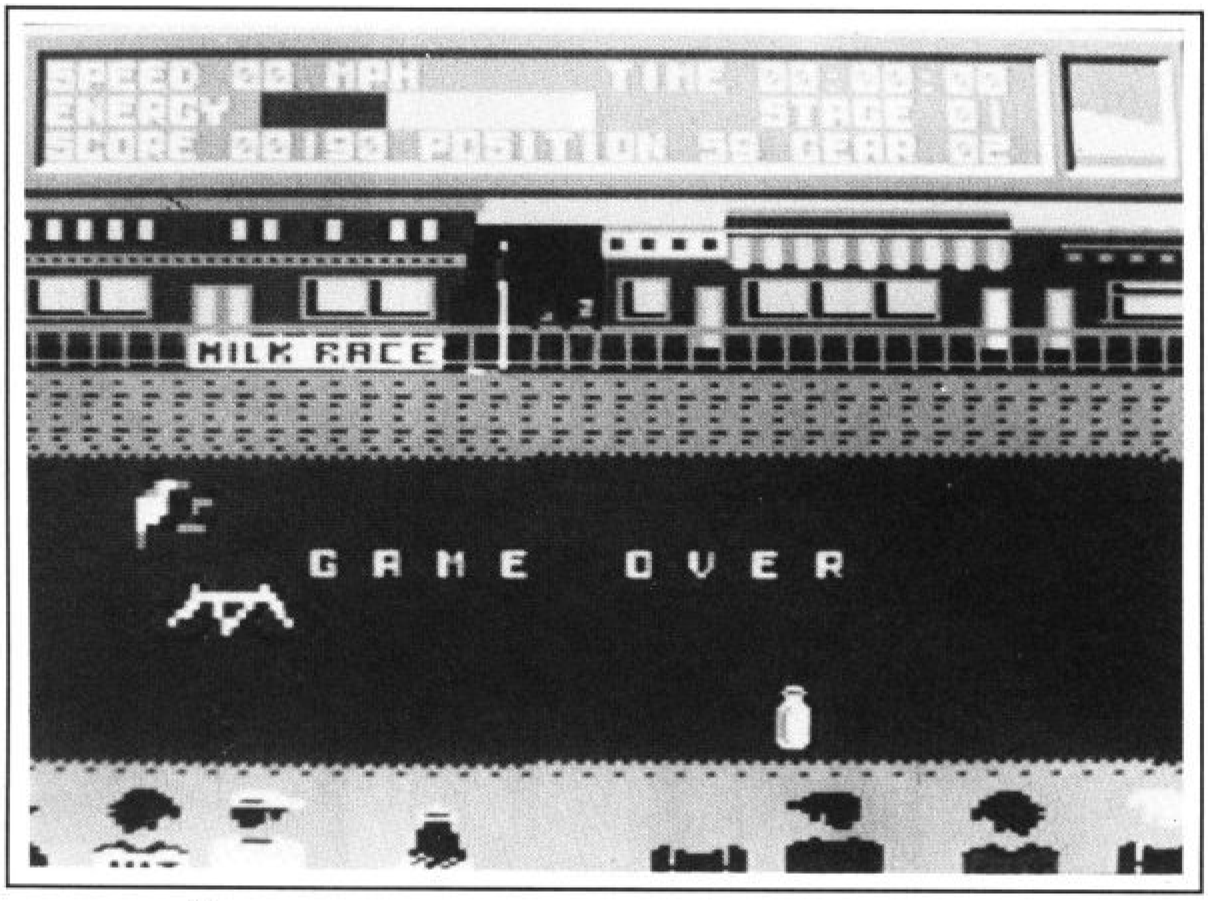
Its the middle of the night, outside an electrical storm is raging and you're all alone in castle Frankenstein. Your task is to revive Frankie, the monster who wants you at the top of the tower while you hunt around for the vital organs that will make his life complete. You need to find a pair of lungs, a pair of kidneys, a liver, a heart and of course a brain if you want to make a man of him.



C64/128 cass £9.99
C64/128 disk £12.99
AMSTRAD cass £8.99
AMSTRAD disk £14.99
SPECTRUM £8.99



▶ **Trick cyclist Buciak comes a cropper.**




# Milk Race

## 64/128
## MASTERTRONIC
## Price: £1.99/cass

This game's got about as much shelf life as a pint of milk. After all, by the time you read this, the Milk Race will have come and gone in a blur of bike pedals. But then again, if you're a 'Tronic addict you've probably bought the game already, and you're only checking to see if CU think's it's the same incredibly superlative value for money that you do.

The 1987 Milk Race starts in the land of brown ale and Likely Lads, Newcastle on Tyne, and zig-zags across the North-east, the Midlands and East Anglia before ending up in London — 13 gruelling laps, including circuits.

Mastertronic programmers Icon Design have done a fair job of transferring the sweat and throbbing thighs of the real event into the blocky pixels of the 64. The road scrolls from right to left as you pedal your roadster in and out of the other cyclists and avoiding obstacles and verges. Milk bottles have been somewhat carelessly left along the roadside by well-meaning spectators, and cycling over these boosts your energy instead of lacerating your inner tubes, as you might otherwise expect.

To spice things up a bit, waggish council workmen have removed the covers from every manhole en route, so as well as keeping an eye out for ze crazee foreigners who come from behind and knock you out of your saddle, you've also got to make sure you don't take a dive into the sewers.

Even the officials, in their slow-moving vehicles, happily run you down. All-in-all, the Milk Race becomes almost as dangerous as cycling round London in the rush hour.

The gradient of the road is shown in a window above, and a vital consideration is when to change gear. This is done by moving your stick up or down — a tricky movement because for a few split-seconds you can't steer your way out of impending collisions. Though it's tempting to got straight into twelth and pedal like the clappers, it doesn't half make your pins ache, and even a lotta bottle isn't going to sustain that level of energy consumption.




◀ **Chart your progress round the country.**

Every now and then a midget with a flag steps out into the traffic, signifying the start of a time trial, and if you fail to complete the next mile or so in the allotted time you're eliminated. This, and energy loss, are the only things which are going to get you out of the race — you can get knocked off as often as you like.

Despite all these little extras, however, what you've got to endure is really 13 laps of pretty similar thrills and spills. Even the background graphics don't vary much — shopfronts for towns, and fields and service stations in between. Newcastle, Darlington, Hull, Sheffield all look remarkably alike (which is what I've always suspected *(yer southern b*****d! Ed.)* and the same cloth-capped crowd turn up in every town.

Neither is the game that difficult, and you should be able to reach Gloucester and beyond without much practice, though making it to Westminster and finishing first is probably a different matter entirely.

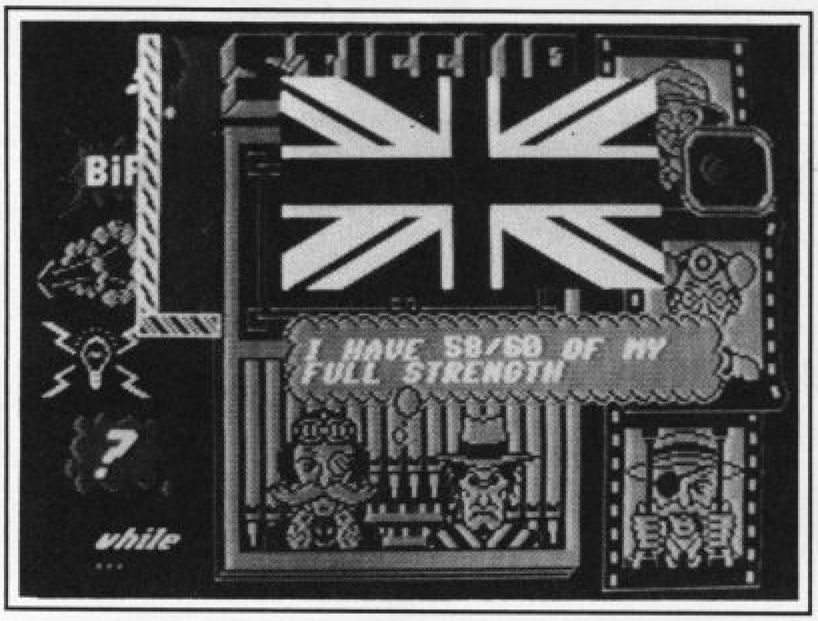
As with most 'Tronic offerings, *Milk Race* will no doubt sell in respectable thousands within days of its launch, and at £1.99 I see no reason why it shouldn't. It's got all that you could ask of a cycling simulation, with no surprises and adequate addictive qualities.

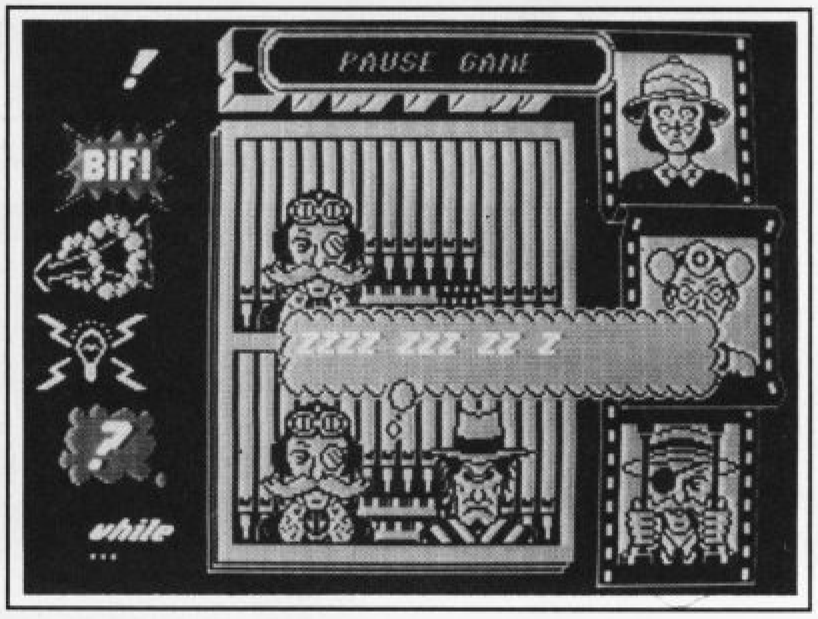
What *is* surprising is that I managed to write this review without saying 'on yer bike' once.

**Bodhan Buciak**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**6 Overall**




# STIFFLIP & Co.

**64/128**
**PALACE SOFTWARE**
**Price:**
**£9.99/cass**
**£12.99 disk**



Dash it all! This confounded game just about takes the biscuit. I've been playing the deuced thing since the sun sank below the yard-arm, and I haven't once clapped eyes on that arch-bounder Count Chameleon. My intrepid crew are all up to their jodphurs in leeches and quicksand, and the whole bally show is crawling with beastly poncho wallahs who've never heard of the Marquis of Queensbury.

What's worse, old boy, is that the ruddy thing is so damnably addictive that in no time you find yourself talking like Bertie Wooster.

*Stifflip & Co* is a jolly romp in stuffed shirts and pith helmets through the steamy jungles of some nasty foreign country. It's also a frightfully difficult two-part graphic adventure, with some arcade interludes, from the fiendish rotters who brought us *Zoids* and *The Fourth Protocol*— Binary Design.

The storyline sounds exactly like an old *Goon Show* broadcast. The contemptible Count Chameleon is threatening to loosen stiff upper lips, relax moral standards and sabotage cricket balls everywhere with his devilish Rubbertronic Ray. Only that fearless flying ace Viscount Sebastian Stifflip, and his eccentric band of explorers, can stop this impertinent cad!

At the beginning of Part One, 'Out for the Count', we found the heroic foursome broiling in the midday sun at the Banarnian Airport, greeted unsmilingly by the trigger-happy General Moustachio. One wrong move, like resorting to fisticuffs — 'Not my best notion', mutters Stifflip — and the quest abruptly ends in a spatter of machine-gun fire.

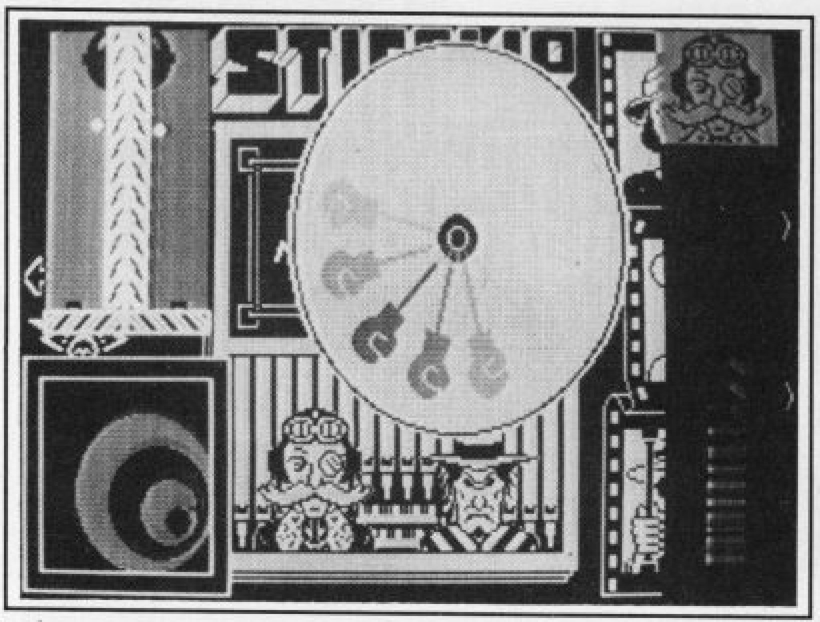
But, provided Stifflip does the sensible thing, the dastardly plot proceeds in a series of detailed black-and-white cartoon frames, showing the character currently under control, the location, and some of the objects to be found. As the action gets underway, each scene is wound upwards and the next scene appears below.

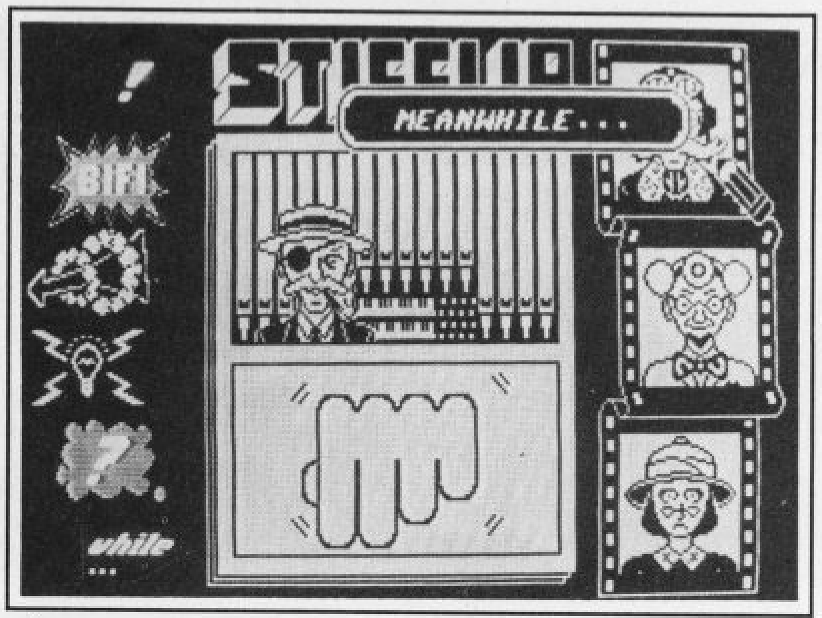
All movement, speech and other actions are carried out with the joystick selection of icons and menus, allowing your team to 'Chinwag', 'Beetle Off', engage in 'Fisticuffs' or 'Do One's Stuff'. This last option throws up a lengthy menu of all those activities essential to adventuring, enabling characters to pick up, drop, climb, jump, open, close, chop, untie, blow down etc, etc. It's a surprisingly large range of possible actions, and there is usually some way of performing whatever eccentric notions come to mind.

Control can be switched at will between the four explorers, from Stifflip himself to Miss Palmyra Primbottom (member of the Women's Temperance League for Clothing Savages), or Professor Braindeath's ('clinically dead'), or Colonel R. G. Bargie (GNT and Bar). Selecting the 'Meanwhile . . .' icon, followed by the portrait of the desired character, causes the cartoon frames to be peeled away, like a page turning, to reveal a new set underneath.

This is only one of the many astounding graphic effects borrowed from the movies. Others include a wonderful dream-dissolve for Pause Game; dramatic close-ups of snake fangs, fists and deadly bees; and shrinking circular cutouts for 'The End'. Sound effects, too, owe a lot to Hollywood — distant jungle drums, the whoop-whoop of gibbons, the hiss of snakes, and the sudden crashing chord (dum de-dum DUM!) when a villain appears.

Although there is no text input, the problems Stifflip & Co encounter in the swamps, treetops and Inca temples are very much in the classic adventure tradition. There's the barman who won't serve anyone, the radio which doesn't work, the hanging vine which leads nowhere, the telescope which can't be used,



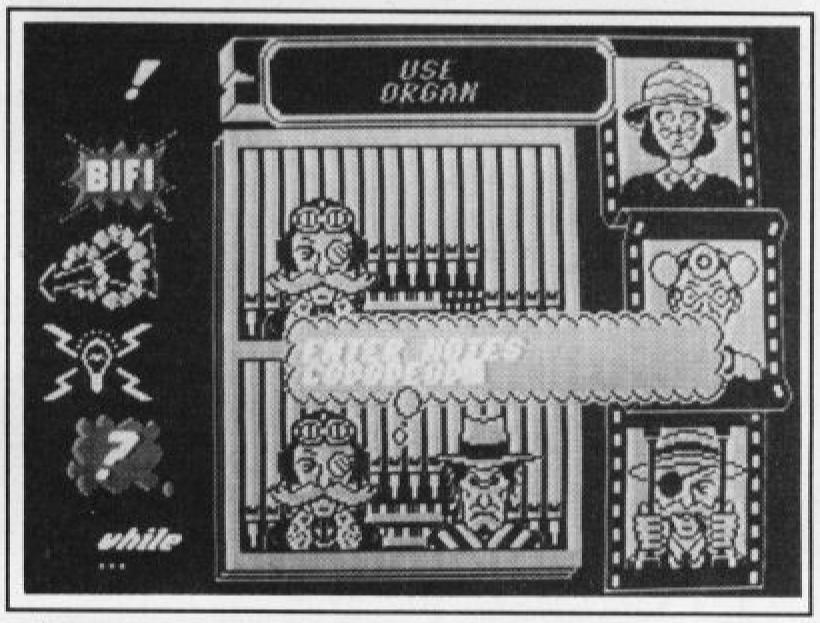



**Fisticuffs in the arcade sequence.**

**A musical interlude.**

**Press pause and the Colonel nods off.**

**A game for Colonel Blimps everywhere.**



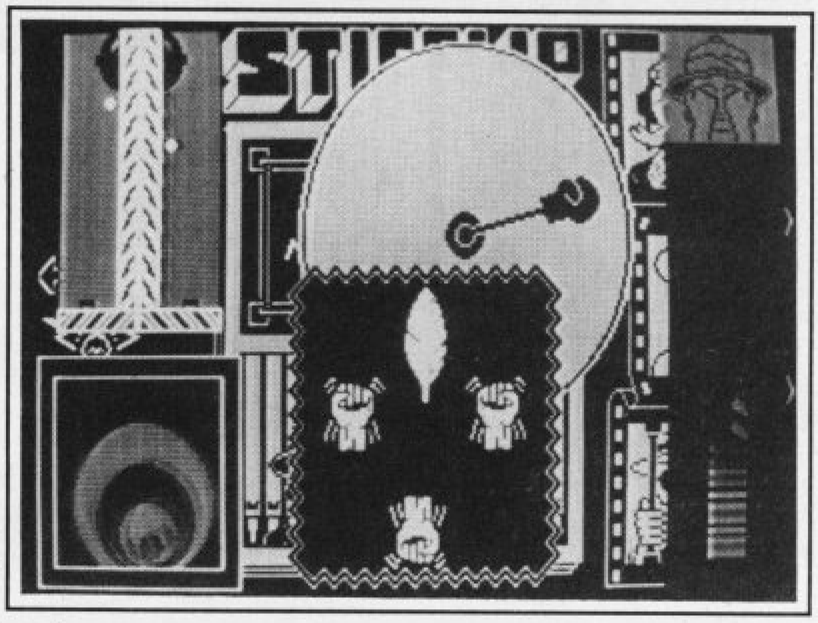

**Stifflip "Damn fine show" says Scolders.**

the wall cloth which is *just* out of reach, and the temple door which is jammed tight.

Some locations, once entered, seem to have no exits, while others only lead directly into a rope-trap, a sheer drop or a darkened cave. One of the most diabolical is the leech-infested quicksand, though if you've seen *Dr No* and *The African Queen* you should be able to sort that one out. Studying the cassette cover and the free poster often reveals useful information.

If all this wasn't enough, you've still got the Count's hook-nosed, poncho-wearing henchmen to deal with. This is where the game moves into the Fisticuffs arcade sequence, with its multi-window screen crowded with springs, boxing gloves, bull's eyes and test-your-strength machines. Battling it out is fun but energy-consuming, and at first you'll opt for the below-the-belt punch. Be warned, however, such unsportsmanlike behaviour will eventually bring retribution from the Celestial Umpire!

And, of course, even if you finish Part One, there's still Part Two, 'The Final Countdown', waiting on the flip side of the cassette.



**Icons and graphic overlays make for an excellent package.**

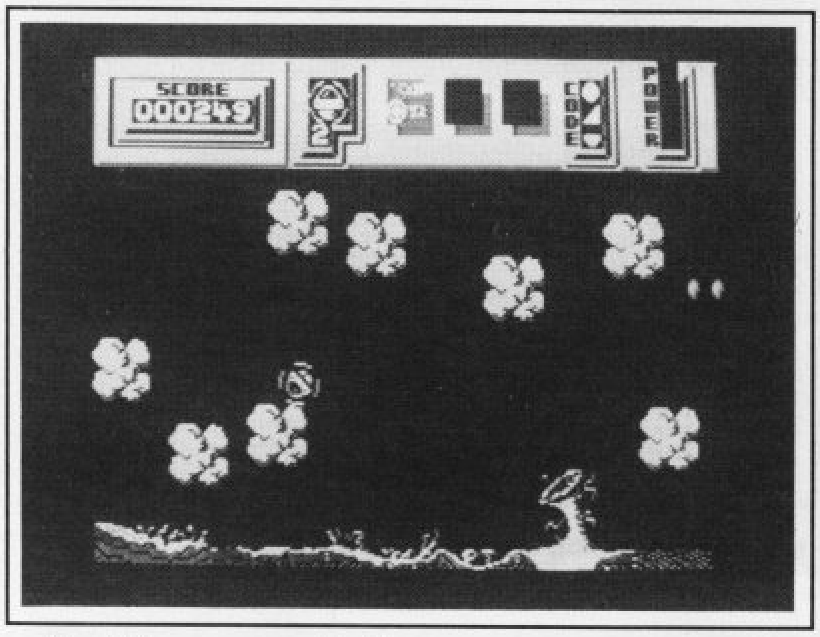


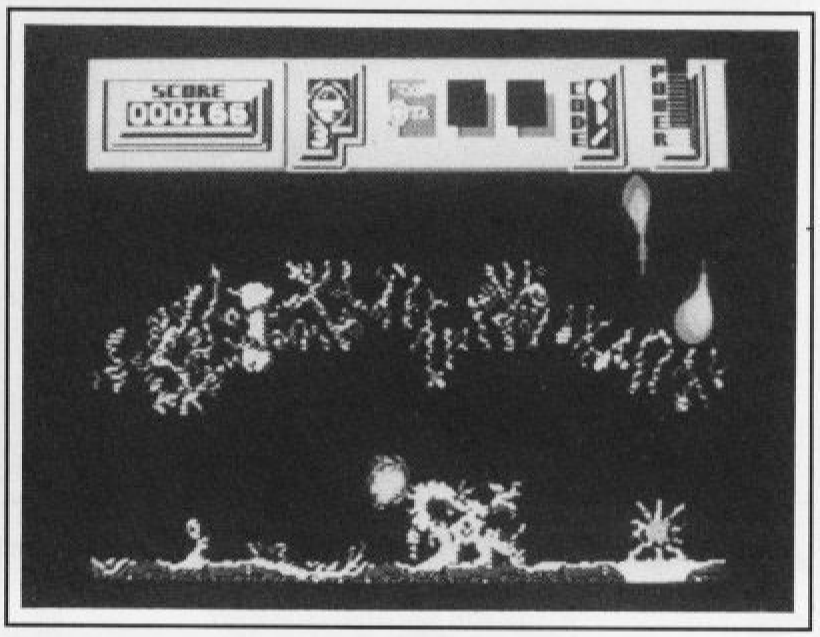
*Stifflip & Co* is one of the most accomplished, and certainly one of the most enjoyable, graphic adventures I've seen. The presentation and icon control should be attractive to gamers who get put off by all that tedious text input associated with adventures, and will allow them to concentrate on solving the problems rather than finding the correct vocabulary. Seasoned explorers will find much to keep them busy too, though some of the tasks might ring familiar bells.

All in all, then, a dam' fine show.

**Capt W Scolding (1st XI)**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| **8** Overall | |




▲ Above: your ship is the sphere. Right: "standard arcade adventure".

# KINETIK

**64/128 ● Firebird**
**Price: £7.95/cass £12.95/disk**




*Kinetik* is a world where the laws of motion have gone totally bananas. Gravitational forces are exerted every which way, nothing moves as it should, and avoiding objects is virtually impossible.

Into this chaos descends your spherical hydro-craft, on a mission to discover the three letters which make up the Word of Peace, deliver them into the hands of the local big cheese — the Great Kinemator — who will then exercise his control over the forces of the Cosmos.

Which is a pretty lame excuse for a storyline, but then that's nothing new in the crazy world of computer games.

The landscape into which you fall is one of weird plants and bushes outlined against the traditional black background. Later screens have some peculiar pods, turrets and pipes, and there are some subterranean caves. So far, so unoriginal.

The population is fairly low down the evolutionary ladder, consisting of worms called Gwerms and amoebas called Starmoebas. There are some mechanical thingies which also have silly names, but they're no more intelligent than the rest of the crew. All of them are hungry for power, and will drain it from the hydro-craft at the slightest touch.

The foliage isn't very friendly either — there are some spikey pink plants which are absolutely lethal, and some innocent-looking yellow flowers which attract you like magnets.

Your hydro-craft bounces uncontrollably through — or mostly into — all this, ricocheting off rocks and shrubs, pulled onto some plants and repelled by others, as you yank your joystick out of its casing trying to get the craft to move where you want it. Just about everything affects its motion, and all you can hope to do is influence it by tugging your stick in the right direction.

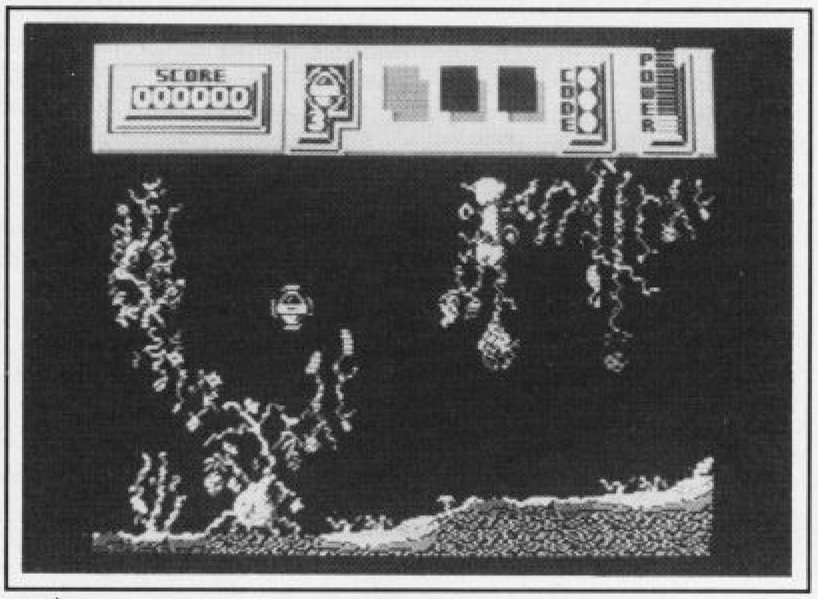
Sometimes the trick is to just keep moving, letting the hydro-craft's momentum carry it through the various hazards. At other times you'll have to get it bouncing higher and higher before it will clear an exceptionally nasty bloom. Worst of all are the screens where little white blobs pull the craft into orbit around them, and to break away you have to rebound off a far wall of vegetation at such speed that it will thrust you right across the screen and into the next.

Most of the time, however, your journey terminates, again and again and again, on one of those spikey pink leaves.

Scattered around the 43 zones of the planet are weapons and shields which should make things slightly easier.

There's also a teleport system, which is ridiculously difficult to get to. This will allow you to visit other screens, provided you can set up the correct symbol code. It operates once only.

It should be clear by now that what we have here, underneath all the mumbo-jumbo about kinetics and the Great K, is a standard arcade adventure where you trundle around a vertical maze of shrubberies and vague sci-fi structures, looking for goodies and avoiding baddies.




▲ Those shrubs are deadly — steer clear.

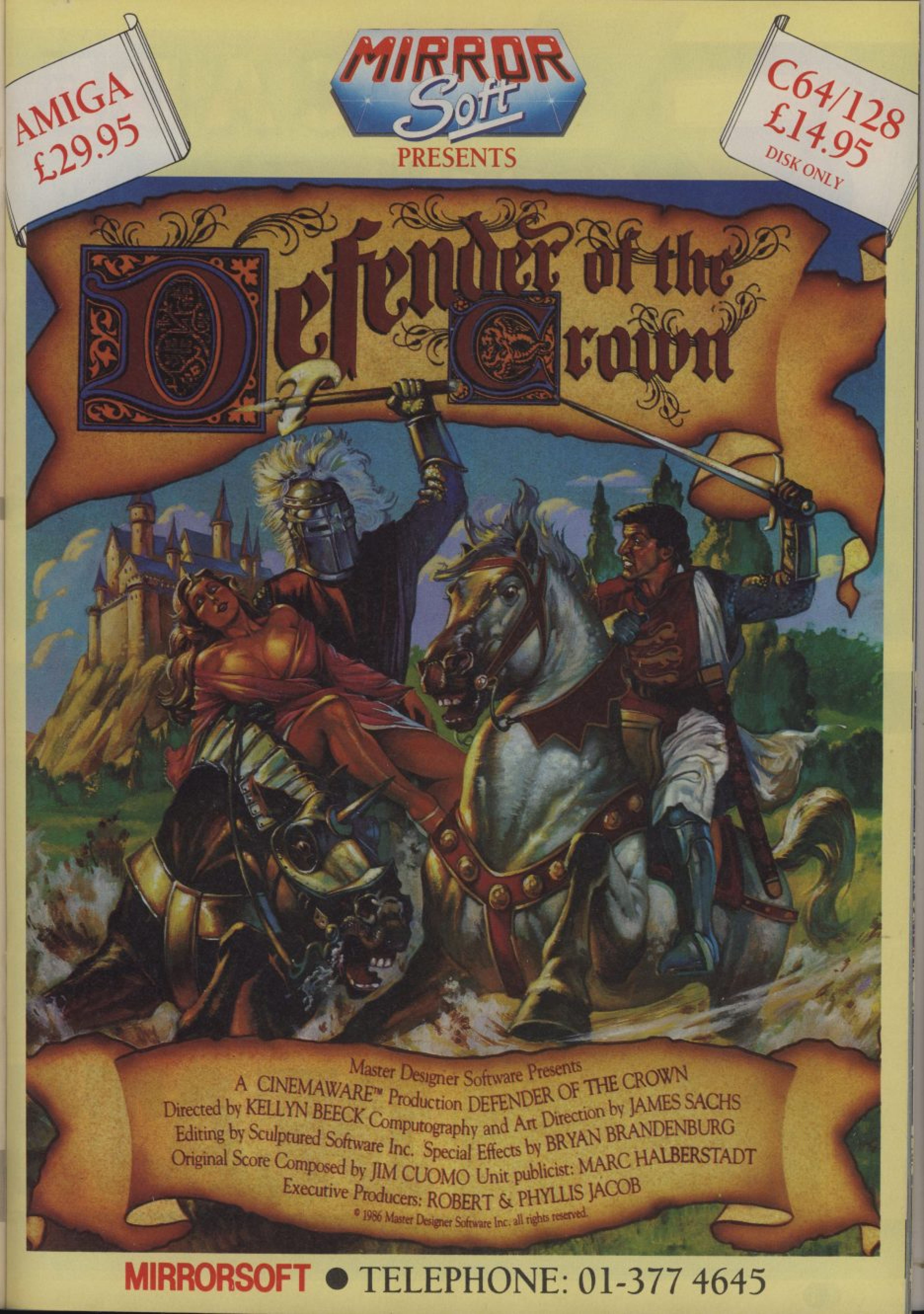
It reminds me a lot of Addictive Games' *Arac*, which also had a bouncing machine exploring similar scenery. There's one important difference, though.

I enjoyed playing *Arac*.

**Bill Scolding**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**5 Overall**


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# • DEATHSCAPE

**64/128**
**Starlight**
**Price:**
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**£9.95/tape**

No longer are interplanetary disputes settled by war. Instead, disputes are settled in Deathscape.

The Vargs have chosen to ignore the Mars peace summit and have sent hundreds of fighters into the Deathscape, accompanied by several mother ships. The Chief Deathscape Monitoring Officer has disclosed to you that you have been chosen to rid Deathscape of the Varg menace, equipped with the latest Cam III fighter, and that you alone can save the free worlds . . .

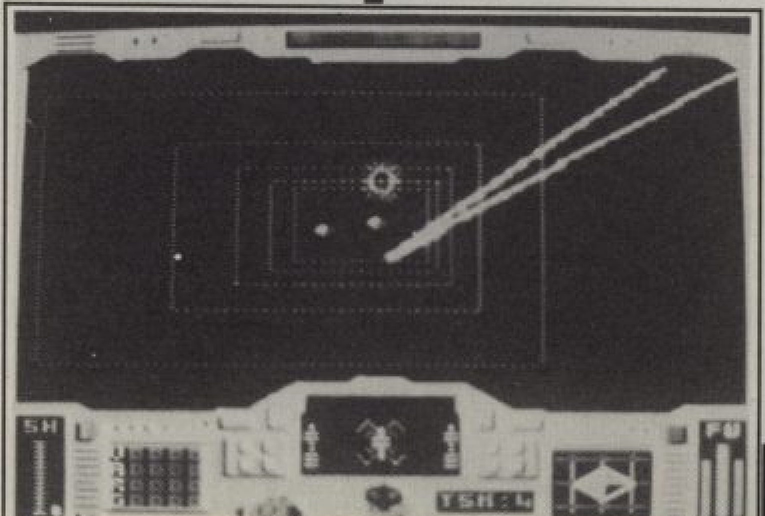
The Cam fighter is the space equivalent of a Renault 5 Turbo, small and nippy, but incredibly powerful. But because it's so small, most of its computer and navigation functions are controlled by a separate base.

But what is Deathscape, I hear you cry? Deathscape is the arena into which planets send their greatest warriors to fight to the death . . .

The game is split into two main sections. Section one is mainly navigation through a space tunnel while being bombarded by Varg craft. Section two is more pure shoot-'em-up than anything. After you destroy a wave of Vargs you receive a letter, as in alphabet, which you collect. Add it to your collection, and when you have a total of ten you'll then be given your password which in turn gives you

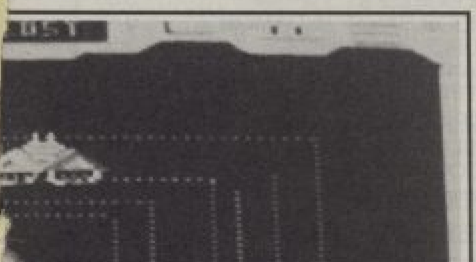


▼ **Zap the fighters as they come at you.**



# DEATH



**Sheesh we lost!**

access to the Varg mother ship, which, if you still have some form of brain left, you've got to destroy.

There are several different thingies which can attack you, such as the nasty little wedge-shaped fighters, which are a right pain in the botty. K-Craft are right bummers too, as they weave back and forth to lull you into a sense of false security, before the twongs ram your ship in it's nether regions.

There are loads of wicked in-game options such as auto-fire, auto-score and up-date. The cockpit display on the tunnel section is smart too, with *Infiltrator*-style hands which skim over the control panel in sequence with the keys you press. Some of the grahic effects are cool as well, like when the mothership appears and scares the life out of you. Not a bad shoot-'em-up really, but then . . .

**Mark Patterson**



# SCAPE

| | Rating (1–10) |
|---|---|
| **Graphics** | 6 |
| **Sound** | 4 |
| **Toughness** | 6 |
| **Endurance** | 6 |
| **Value** | 6 |

**6 Overall**

# MUSIC BY MAIL

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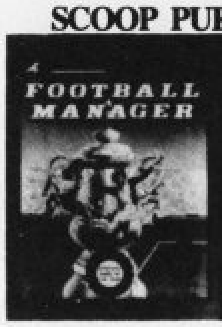
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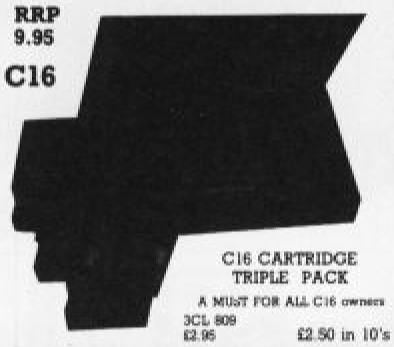
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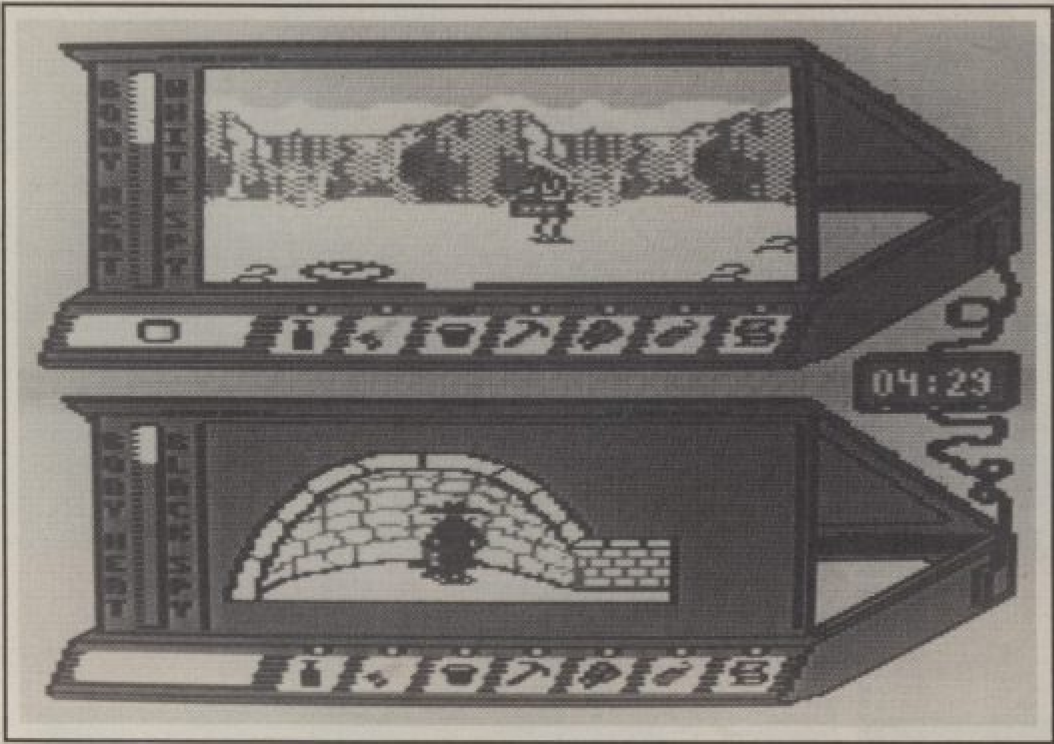
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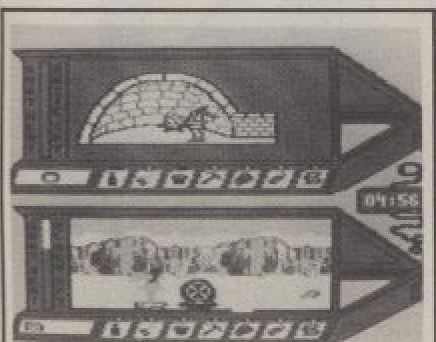

The spy explores the inside of the igloo — not an eskimo or husky in sight.

# SPY VS SPY

# ARCTIC ANTICS



**64/128 ● DATABYTE Price: £9.95/cass £14.95**



What's that on the now — looks like a dart board in fact it's the silo rocket

At last, after a wait of two years and innumerable delays, we've got the third of the Spy vs Spy games, *Artic Antics*. And if there's any justice in this world, then this'll be the last.

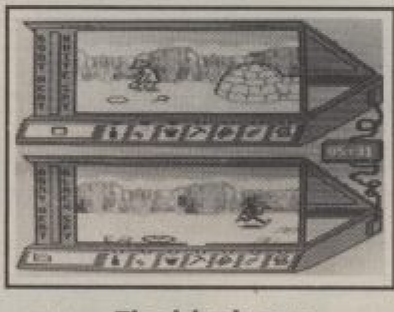
Like everybody else back in 1985, I went ape when Beyond Software released the first Spy game, with its unique split-screen and simultaneous play. And *Spy vs Spy II — The Island Caper*, which followed a few months later, was everything a sequel should be.

By now, though, the formula is beginning to wear a bit thin, and the slapstick and pratfalls which were so funny then, now scarely raise a smile. Maybe this is because the booby-traps themselves are not so complicated nor as violent as in the earlier games.

The plot remains the same. White Spy and Black are still locked in endless intrigue and counter intrigue and have switched their theatre of operations from the tropic heat to frozen wastes of the Artic. The aim this time is for each spy to locate the punch card, gyroscope and uranium fuel cannister buried in the snow, carry them in the Launch Briefcase and then board the intergalactic Space Rocket which is hidden underground. While they are doing this, each tries to hinder or kill the other by saturating the playing area with bombs and booby traps, and that is where the fun comes in.

The traps are constructed using the icon-driven Trapulator, and before they can be laid, all the appropriate objects have to be dug up or picked up. Holes may be cut in the ice with saws, icicles dislodged with ice-picks, slippery patches made by pouring water, and buried sticks of TNT detonated with a plunger.

Walking into any of these traps will cause the unlucky spy to rapidly lose body heat, while the other



The black spy scarpers — could there be a Yeti on his tale?

sniggers gleefully. Body heat can also be lost by falling into thin ice or wading through deep snow without donning snow-shoes. And as the clock ticks away, the impending blizzard threatens to fill the screen with a blur of snow-flakes, slowing movement to a crawl.

Hand-to-hand combat still figures prominently, but the clubs and swords hae been replaced by snowballs — just as deadly, as a prolonged exchange can drastically reduce body temperature. If at any point a spy's body temperature gets dangerously close to freezing point, then immediately he's got to make tracks to the nearest igloo, and hope that there's a fire inside.

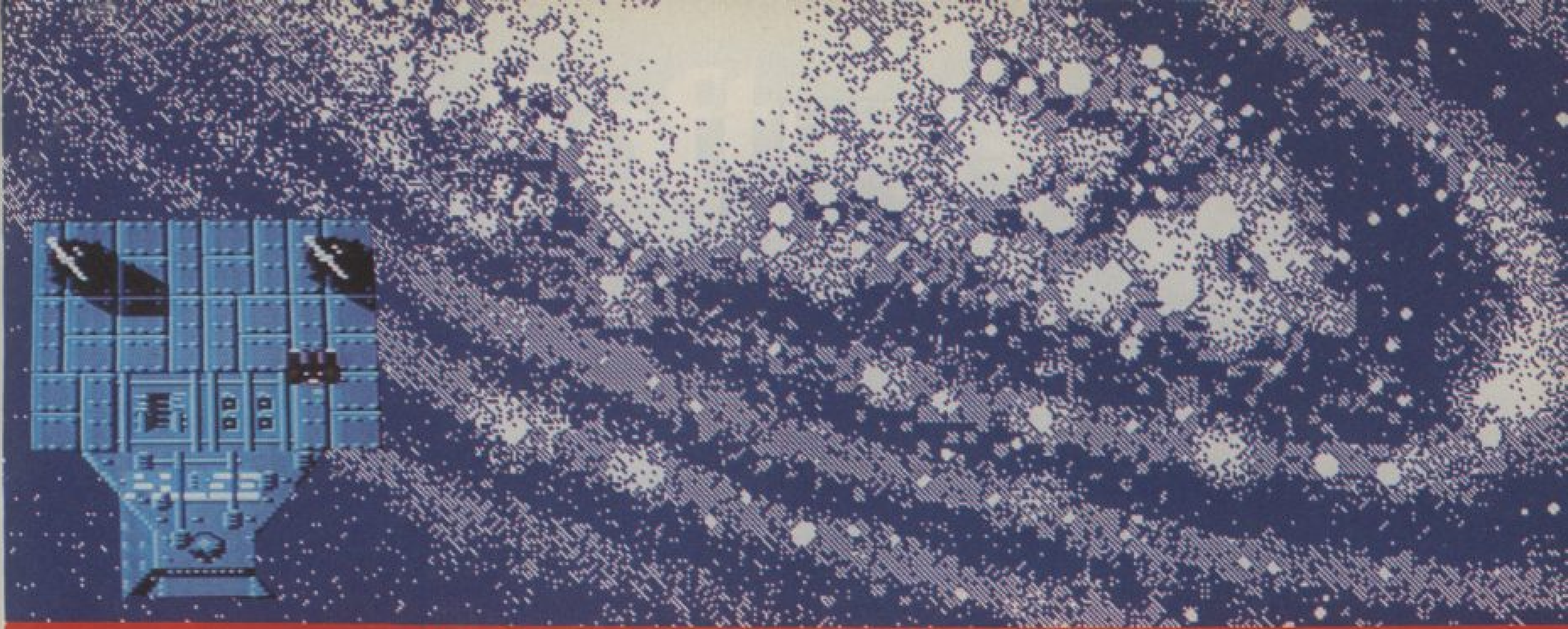
The size of the playing area can be set at the start, and the larger the area, the greater the time limit. So yo can opt for a frenetic race to the rocket in six minutes or so, or a leisurely stroll — with ample time for setting booby-traps — within half-an-hour. You can also choose whether or not to conceal the rocket's whereabouts until the end of the game, and, if you're playing against the computer, its level of intelligence (from totally moronic to mildly stupid).

Last minute programming hitches in the States have resulted in *Arctic Antics* being slightly different from the game described on the adverts and the one you've seen reviewed in other mags. The penguins have gone (just as well, seeing as this is supposed to be the Arctic), as have the space helmet, navigation chart and one or two other objects which the ads shout about. The instruction leaflet contains all sorts of now redundant information, and omits some essential facts. Databyte is attempting to insert an Errata sheet before the game reaches the shops.

*Arctic Antics* is by far and away the weakest of the three Spy games and you might wonder just how much longer the First Star programming team can get away with churning out what are essentially very similar games. As the rocket blasts free of the icecap, *Spies in Space* can clearly be read on the fuselage. If this is to be the next instalment, then I'm in no hurry for it to touch-down.

**Bill Scolding**





# HADES NEBULA

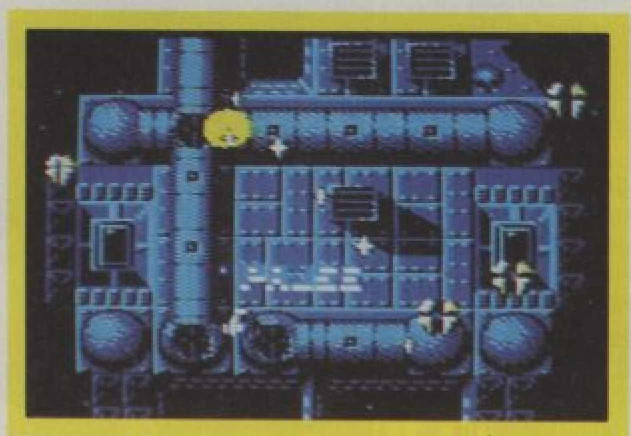


▲ Hades owes more than a slight debt to Terra Cresta.



▲ Extra weapons are added as you fly.

## 64/128
## Nexus
## Price: £9.99 /cass



◀ Nice metalic graphics add to the realism of this super tough shoot 'em up.

T My amazing powers of deduction tell me that *Hades Nebula* bears no small resemblence to that sizzling arcade shoot 'em up *Terra Cresta*.

The cassette cover features a crummy illustation and an even crummier futuristic blurb. "They're going to use a Meason Accelerator (a go faster gadget)", it reads. Reading blurb can be so instructive.

Fortunately the game itself is a much classier offering. It follows the Terra Cresta theme of adding pieces of hardware to your ship as you blast your way up the screen. There are six blast-enhancing pieces to be picked up: extra speed, power wings, two types of laser, front and back rotaries.

To get them, you have to fire at what the blurb calls mining platforms on the ground. Most of these simply blow up with a nice puff of smoke. A few of them fire a missile at you (they're supposed to be friendly) and even fewer come up with the goods. Trouble is, if you're too trigger happy, you may well shoot down the part you were trying to pick up. So it's back to making more rubble to try and get another one.

Predictably, spare parts get classier as you proceed up the levels. Level One simply offers up increased speed, whilst Level Two gives you power wings, a sideways firing laser and front rotaries. With that lot you should be able to make it to higher levels, were it not for the fact that you lose a piece whenever you're blasted — and you've only got four lives.

The aliens aren't messing about. They decided to be pretty nasty right from the beginning, firing both backwards and sideways, and letting missiles go even when they've been blasted. They swarm and swoop around in the usual manic attack waves — very impressive. On later levels, you get more elaborate nasties, greater speed and a bigger blister on your thumb.

That's it really. Hades Nebula offers you as much fast shoot 'em up action as you're likely to want. The nasties are spectacular, fast and unpredictable in their flying formations. Graphics are well up to standard ranging from lunar-type landscapes to metallic relief stuff like Uridium. Music is pretty good too. By the way, you can switch it off and leave just the sound effects on.

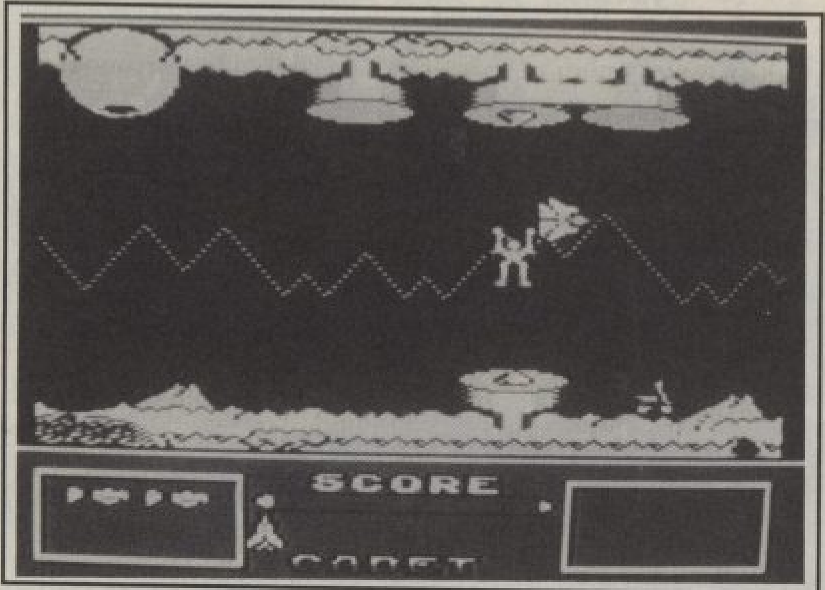
There's a one or two player option and a key that aborts the game and takes you back to the start. That's a good idea. Let's face it, there's no point carrying on if you've squandered too many lives at the beginning.

If you missed out on Ocean's *Terra Cresta*, this is probably a worthy substitute. But true blasters will have already got this kind of game out of their systems. Sorry Nexus, you've missed the boat on this one.

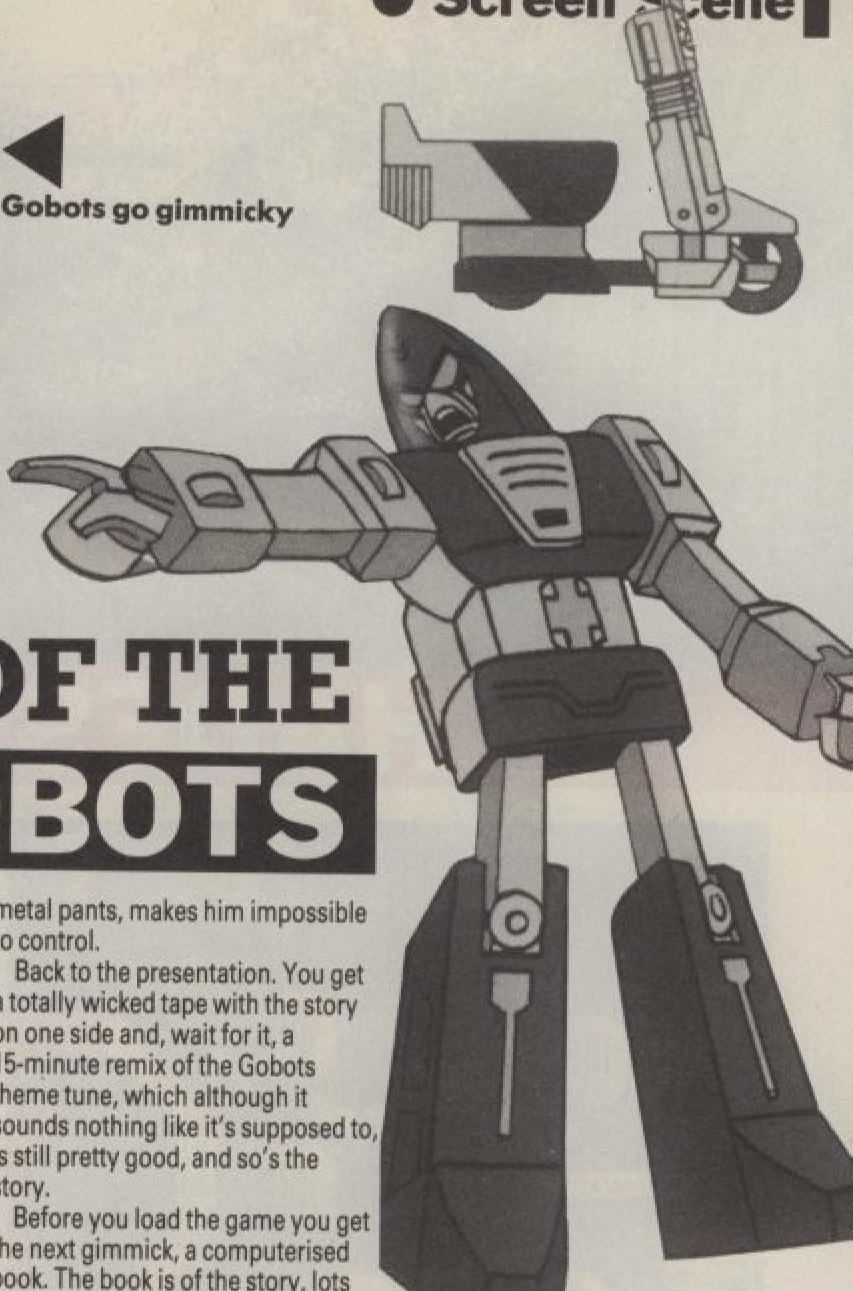
**Bohdan Buciak**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**7 Overall**

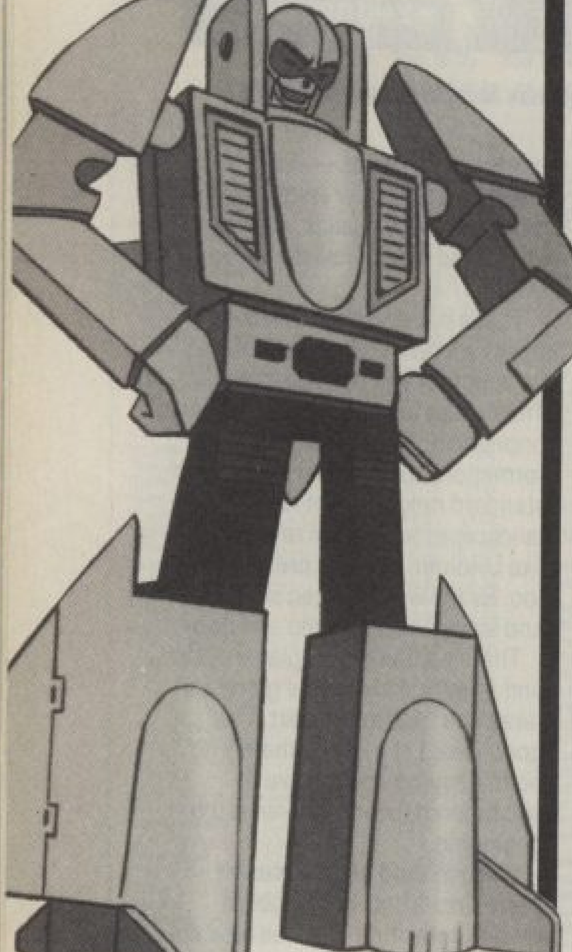



◀ Gobots go gimmicky



# CHALLENGE OF THE GOBOTS

## 64/128 Ariolasoft Price: £9.95/tape £14.95/disk



Gobots go botty! Da Da Da Da the Gobots. "Leader 1 this is Scooter, the renegades are attacking!"

Guess what? Like their metal brothers in arms the 'Transformers', is a good cartoon, an average comic and a mediocre game. It is a sad case of World Cup Carnival, all presentation, no game.

The plot is stupid. You are leader one, one of the only two Gobots in the game. You have to pick up the Scooter clones (poor 'ol Scooter being the only other Gobot) and lob them at renegade bases. If you want you can land on the ground or the ceiling and using your great Gobotty strength, you can wrench rocks out of the ground (or ceiling) and lob them at things, like bouncing renegades. You also have your laser and unlike the cartoon it works most of the time.

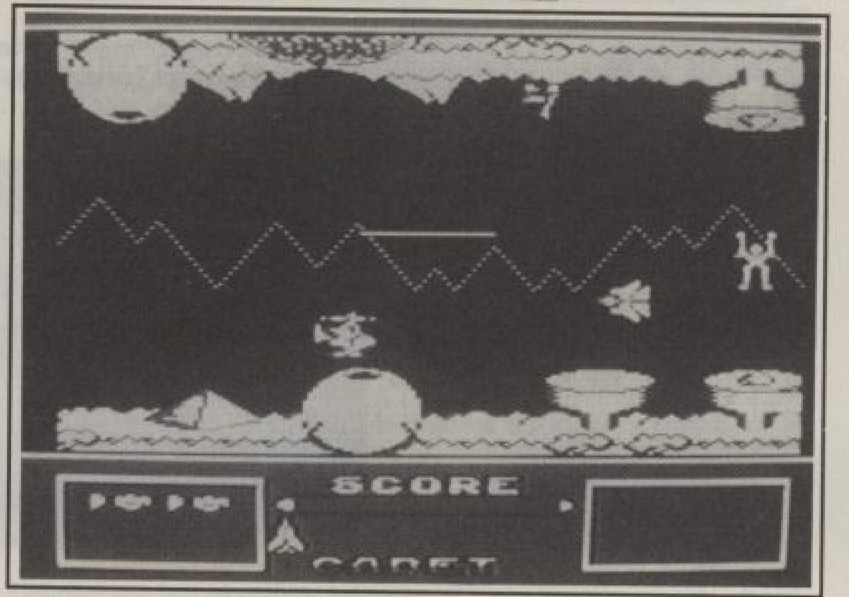
When you've destroyed all the bases by bunging Scooters at them, you advance on to the next level which is slightly harder.

There is a score bar which shows Leader 1's aggression rating. I never knew that Leader 1 was that aggressive until I got hold of him. Anyway, when you fill the bar up you get promoted to the next rank starting from Cadet, so I suppose you start off with Cadet 1, which is a bit dumb when you think about it. What I really want to know is who are Servo, Turbo, Dive and the rest? I knew right from the start, when I saw that Mr Crowther had programmed it, I mean no offence, but, well . . .

The way Leader 1 moves around the screen, well, not so much moves, more like bounces around like a Transformer with ants in his metal pants, makes him impossible to control.

Back to the presentation. You get a totally wicked tape with the story on one side and, wait for it, a 15-minute remix of the Gobots theme tune, which although it sounds nothing like it's supposed to, is still pretty good, and so's the story.

Before you load the game you get the next gimmick, a computerised book. The book is of the story, lots lots of colourful piccies which




▲ Crowther revisits *Defender* again

makes it look much better than it really is. There are also a lot of gimmicky options on the book as well as such various languages, also reading bars can be used which highlight two lines at a time, for easier reading.

A game tweaker is supplied so you can adjust the levels, etc, to make life simpler, or harder, for Leader 1.

A good 'W.E.M.U.S.I.C.' piece accompanies the game, and plays on the title screen. Even the game loader asks you if you want to load the game by hyper load or not.

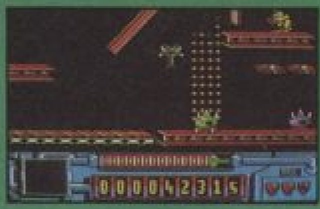
Like I said, incredibly gimmicky, but like Transformers, a terrible let down, especially for fans of the cartoon like me. (*And me — Ed.*).

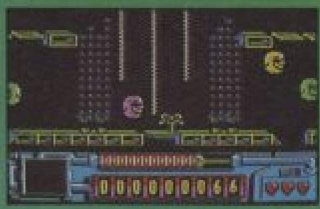
**Mark Patterson**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**5 Overall**

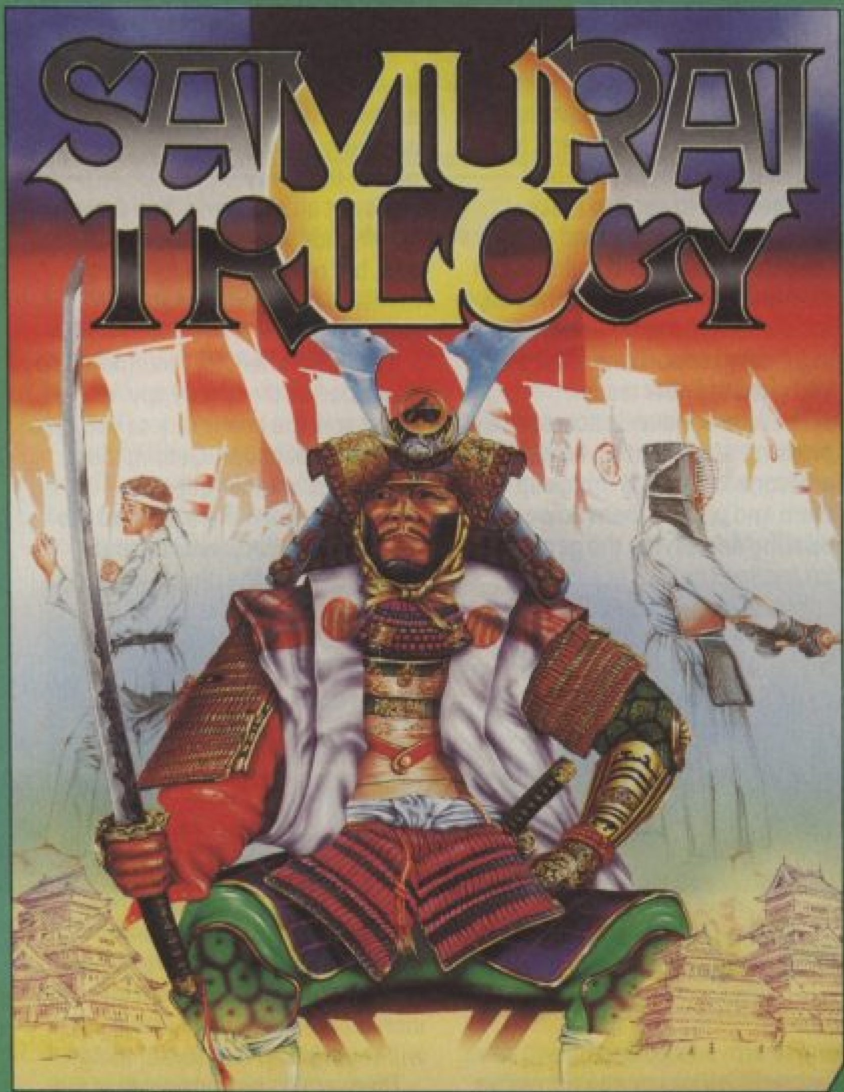
# Software...



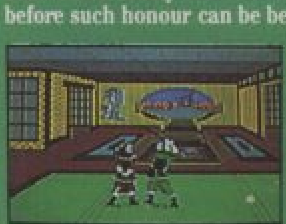





Gremlin's springiest star is set to bounce straight back into a new adventure. Following his world saving exploits against the evil toy goblin and his monstrous toys, Thing's enjoyed his much needed recuperation, oiled his springs and is now raring to go. What next?... he must finish the job properly and halt the factory computer auto producing these hideous toys. A quick hand and dogged determination are needed if you're to get anywhere with Thing in his latest escapade.



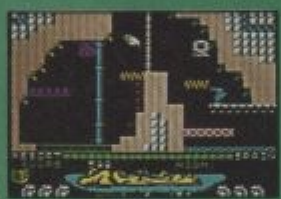

In an age in which honour was revered, from a time when grace and beauty were virtues, a class of warriors set themselves apart to dedicate their lives to a perfection in combat that in itself was an artform, to a discipline of mind that became a religion. The attaining of such excellence required an extraordinary diligence in self-denial and training in order to achieve the ultimate accolade 'War Lord'. Kendo, Karate and finally Samurai are the tests that must be mastered before such honour can be bestowed.

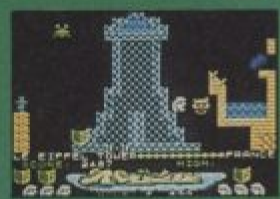







Monty the Mole is still on the run on his most exciting and exacting journey to date, a whistle stop tour of the capitals of Europe, acquiring more than just the local scenery on the way. With Intermole and the local gendarmes hot on his tail Monty must fill his booty bag with enough continental treasures and currency to effect an escape to his dream island ... Montoss.





## that's out of this world

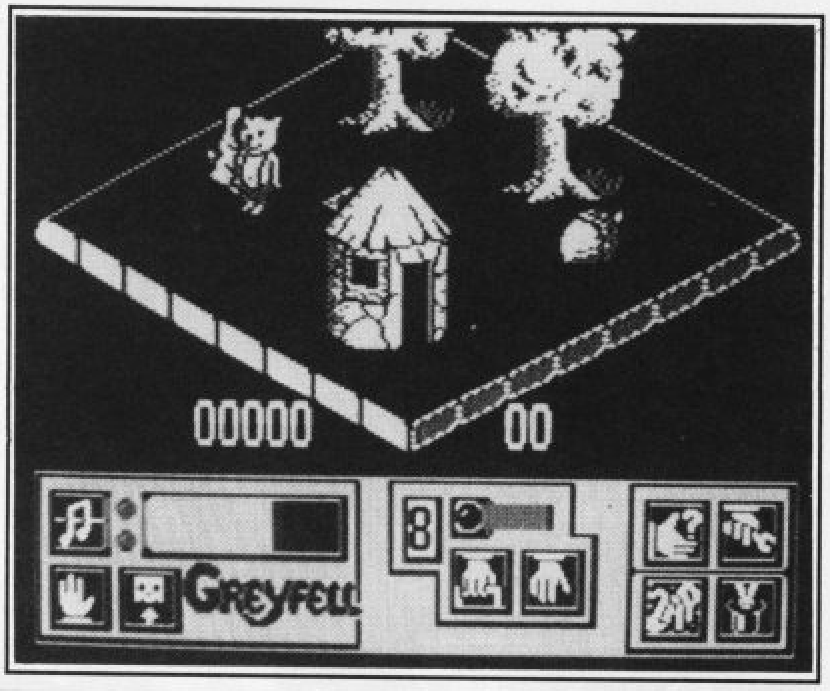
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Gremlin Graphics Software Ltd., Alpha House, 10 Carver Street, Sheffield S1 4FS England.




# GREYFELL

## 64/128 Ariolasoft Price: £9.99/cass £14.99/disk

The most important thing to know about Greyfell is that this is another 'Ultimate' type game. By which I mean it is a 3-D mutli-screen effort. You, and everything else, walk around on what could probably best be described as the surface of a cube drawn in perspective.

When you reach one side of the screen the next one is drawn, and so on, until you reach the edge of the playing area. Instead of falling off

◀ **Monochromatic graphics for Norman**

you simply turn around and go back.

Greyfell is probably more substantial and therefore more complicated than the average game of this type. There's an icon-driven command window via hich most actions, other than moving around, are carried out. But first, you want to hear all that nice story stuff they print on the cassette box, don't you?

Well, to cut a long and familiar story very short indeed, the baddy is called Mauron (ha, ha) and the goody is called Norman and he's a cat. Mauron has the 'orb' and Norman has to get it to make Greyfell once more a land where laughter is heard and children can play joyfully. In doing this he will, incidentally, become a hero of legendary proportions. That's all you need to know really.

The icon window is accessed by pressing the firebutton twice. There are icons for picking things up, using them and putting them down, for pausing and saving the game, and for casting spells.

You're given three different types of spell: a sort of cloud, something that looks like a cannon ball, and a cube. Certain spells are effective against certain meanies, but you have only a limited supply of each so it pays not to go wild.

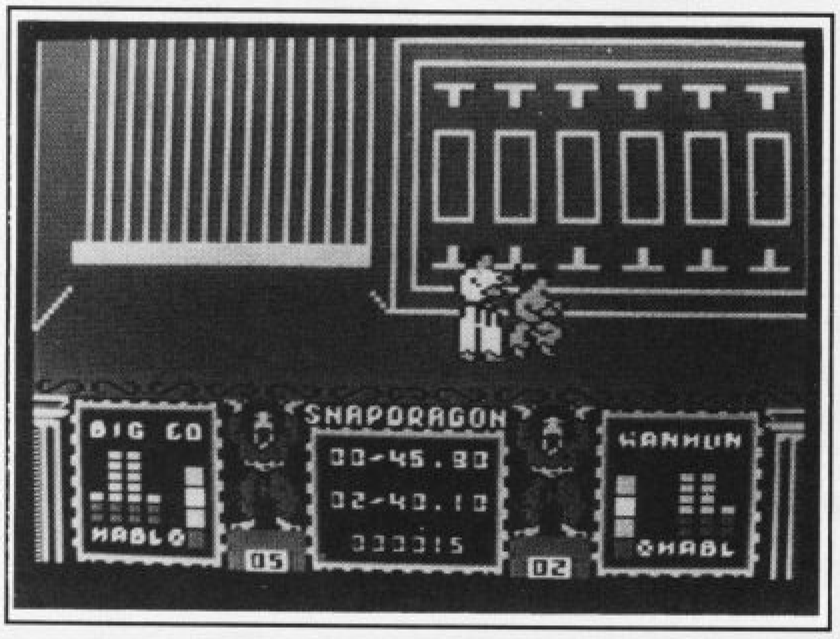
You also have a limited supply of energy, indicated by the Staminameter. Energy can be replenished by walking into certain flowers which will boost your stamina as they disappear. Lives are limited too but being a cat, you get a generous nine of them.

The supply of meanies (i.e. friends of Mauron) include rats, wolves, killer tomatoes, a Minotaur and crocodiles. There are also a few arrows and other missiles flying around which will do away with anything, whether good or bad, that gets in their way.

It's not all bad news. You have a few friends who will help and assist you, but only in return for certain items, to be found elsewhere it seems.

Take Offalorien, for example. He's described as the 'shady spy' who won't spill the beans unless you give him some bananas. Getting the bananas is another question altogether. Then there's Blotto the drunk rabbit, Potbellius the bear landlord, Willy the pig policeman, and now through the square window . . .

When one of these characters does decide to speak to you, its graphic appears on a platform just




◀ **It's back to Ninja dross in *Snap Dragon***

# SNAP DRAGON

## 64/128 Bubble Bus Price: £8.95

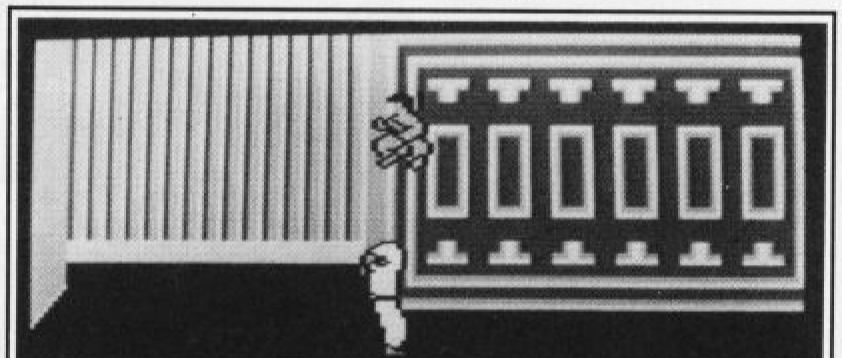
Right, let's not mess about. This is awful. Sorry Bubble Bus, but this is going straight down the toilet. How can I put this strongly enough? Lets just say that if you re-recorded the tape with Madonna hits you'd be putting it to better use.

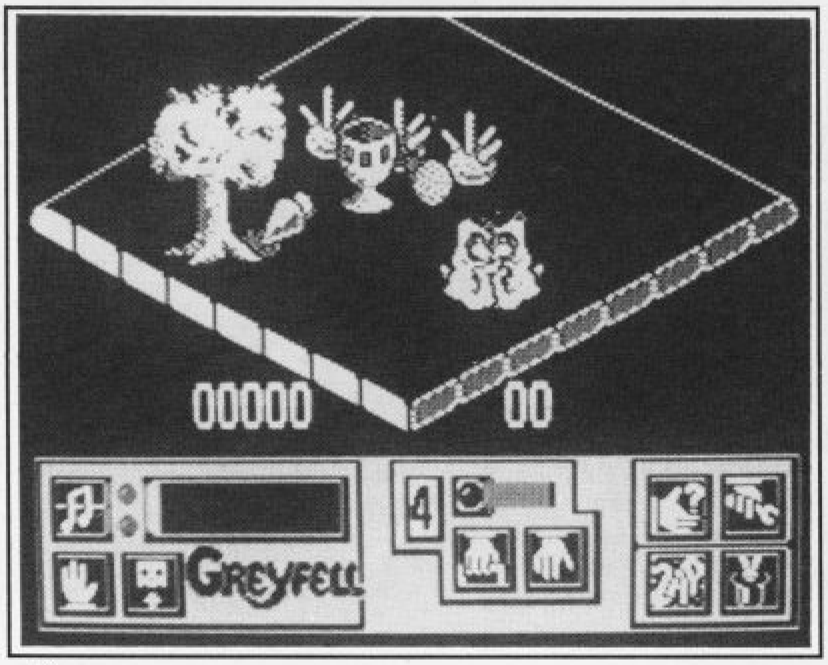
*Snap Dragon* is supposedly "the most authentic simulation of karate, arm to arm and pole combat". At first sight it looks quite impressive. There is a total of 16 moves, including those where you whack your opponent with a dirty big pole as opposed to using your bare hands and feet.

The blurb is mercifully brief; you have entered the Dragon's temple and an army of Dragon warriors is all that stands in the way of you becoming master of the Snap Dragon. There's a bit more about how wonderfully exciting it all is, the incredible suspense and thrill you will experience, that sort of thing.

There are no big surprises on the first screen. There you are, all dressed in white, standing in a temple which looks remarkably similar to a hundred and one other C64 karate game temples, only slightly more mundane.

▼ **Best seen as a pyjama advert**






Underworlde style screens

below the playing area and a speech bubble then pops up. This can contain vital information (worth a banana) or just idle chat (not worth a banana).

Greyfell is undoubtedly a very good game, probably one of the best of its type. It's got the right combination of arcade features and adventure type puzzles which will really get you thinking.

The graphics are excellent, if a little on the slow side. Having said that, if you've already done the likes of *Underworlde* or any of its clones, this one won't exactly drive you wild with excitement.

**Ken McMahon**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 7 |

The bottom half of the screen displays information about your general state of health. This is divided into four meters for your hands, arms body and legs. Once any of these reaches critical level your overall energy drops rapidly and you are dead in no time at all. The same obviously goes for your opponent, whose overall energy level will depend on how far through the game you have managed to progress.

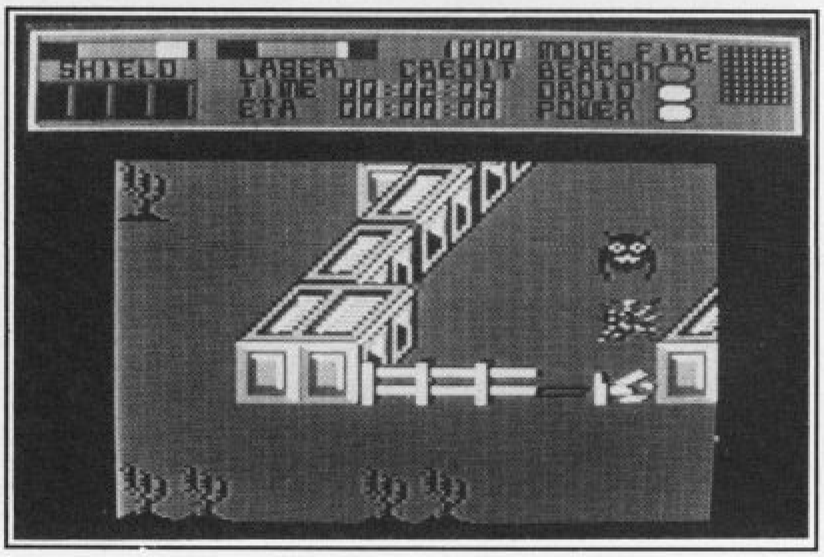
Which brings us to the big problem. All of the opponents are a walkover. There are nine grades from red belt up to black belt and 5th Dan. Your objective is to reach the top and the opponents are supposedly graded accordingly. Why then was it possible for me to kick them to death with my eyes shut? (I was asleep at the time). Why was it that they didn't learn my favourite moves and dodge cunningly out of the way? Why did they stand there like morons (even the black belt 5 dan guys) while I mercilessly laid into them with a combination of low kicks and overhead punches? I didn't even need to use the pole.

Why, to cut a long story short, was it possible for me to complete the game without even trying at the first attempt? The answer is that it's a load of *!–;. You can't believe how boring it was. Nine levels of tedious mayhem before reaching black belt dan 5. I actually fell asleep at one point, I'm not joking, I really did.

The only reason I persevered with this perverse masochistic pastime was to discover what happens when you reach the end and become master of the Snap Dragon. And do you know what happens? Absolutely nothing. Bog all. Instead you are confined to an eternity of walking round this repetitive, boring temple laying into pyjama clad cretins who would have a hard time doing over your granny.

**Ken McMahon**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | N/A 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 2 |




*Colony* — for galactic gardeners only

# COLONY

## 64/128 Bulldog Price: £1.99 /cass

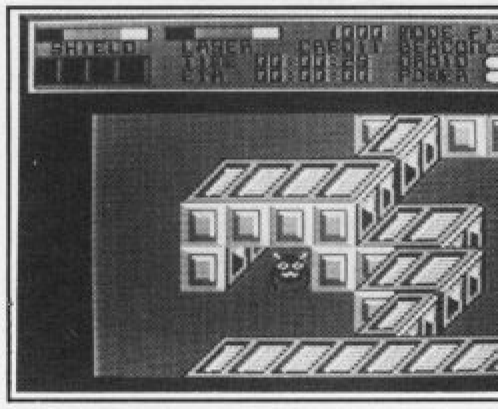
By the beginning of the 21st Century the Earth is desparately overpopulated and so man has colonised other worlds. Most of these planets are either cold, bleak or generally unpleasant. The one you are on is cold, bleak, unpleasant and packed with chomping aliens!

You are a maintenance droid with more than a passing resemblance to a beetle and it's your job to harvest the mushrooms that the colony is supposed to grow, plant the seeds to grow more mushrooms and protect the colony from the continuous alien onslaught.

The aliens come in just two forms of insect (beetle and wasp) but despite a lot of frantic flapping neither seem to fly. The aliens' main aim in life is to eat anything, and immediately set to work on your fences and then the mushrooms themselves. They can also inflict heavy damage on the colony by chomping the solar panels that will stop you from recharging your alien frying laser and defensive shield.

As the game begins you must balance your strategy between sowing seeds and harvesting mushrooms to gain your revenue and building fences and solar panels to slow down the alien advance.

The colony isn't entirely abandoned to survive on it's own and so you can order supplies of seeds, fencing and panels that will be delivered on the next shipment. The ship also has the added bonus of destroying all the aliens that have infiltrated the camp but as soon as it goes they'll be back. By selling more and more mushrooms you'll be able to buy more fences and solar panels as well as some special equipment such as better lasers and shields and a second droid that automatically



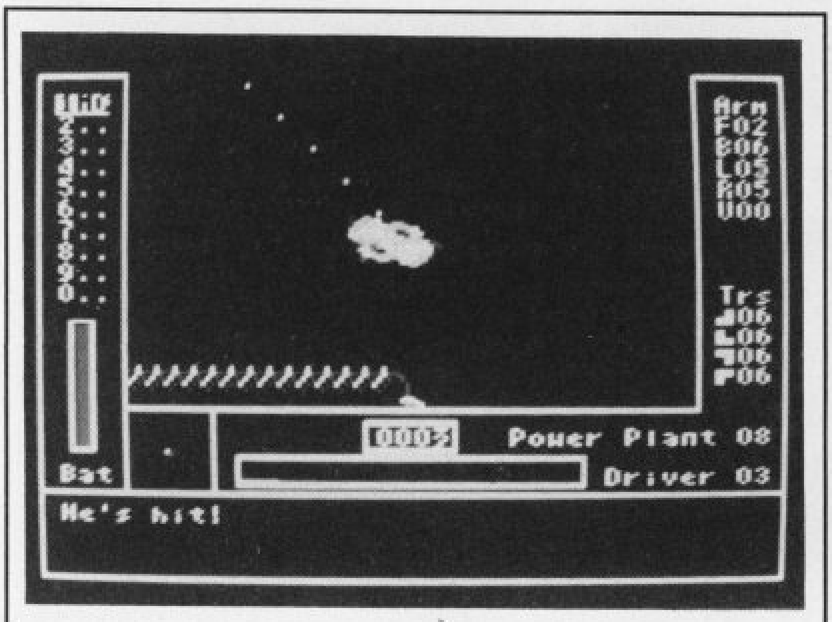
Oh no! It can't be bugged as well!

patrols the colony for aliens.

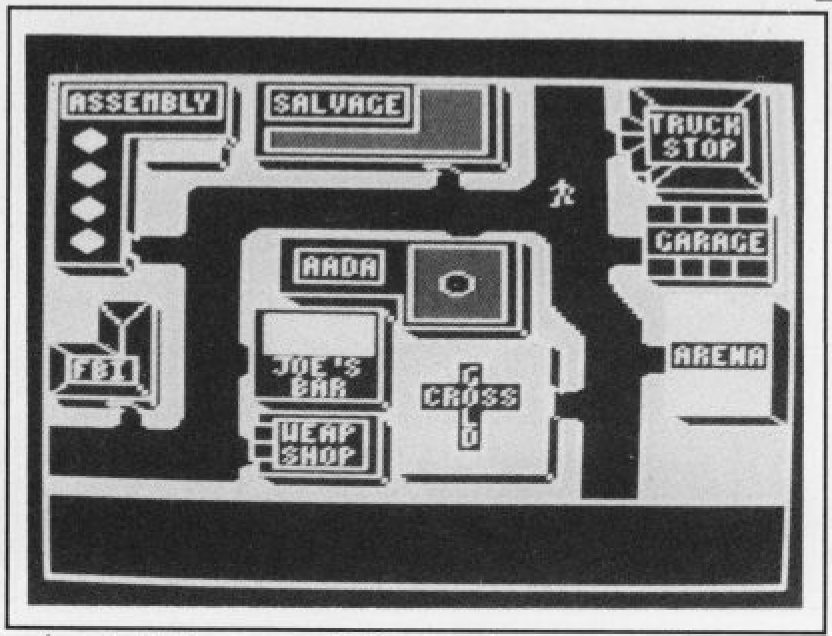
Unfortunately, you can only carry four things at once so sowing seeds and harvesting mushrooms rapidly becomes tedious. This game desparately needs more variety of aliens, a better storyline and a more reward for surviving for over an hour than a pseudo Monty Python Ex-Droid speech. Surely there's more to planetary colonisation than galactic gardening!

**Tony Hetherington**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |
| Overall | 5 |



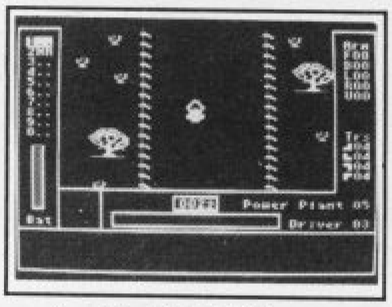

Abysmal graphics — great packaging though.




Joe's Bar — useful for gossip — a sort of truckstop Hotshots.

# AUTODUEL

**64/128 • Origin /Microprose Price: £31.95 /disk only**



Ugh! Bubblegum software.

There we were cruising up the Thames courtesy of Microprose, and this bloke was telling us how Origin games last about ten times as long as the average game. As we staggered off the boat I was reminded of a brand of bubbly gum that made the same claim. The reason it lasted longer was that it was hard as rock and tasted like a farmer's bootlace.

The reason *Autoduel* lasts so long is that it's disk only and just about every disk access takes four weeks to accomplish. OK. I exaggerate, two weeks. For a challenging fast-action, thrills 'n' spills game, this is unfortunate. Like the bubbly gum, it makes you want to spit.

But let me tell you the story. You are in futuristic age in which drivers don't bother much about their paintwork or their no-claims bonus. They'll shoot each other up on the highways and in the arenas, where regular organised events take place — like terminal stock car racing.

Like most car drivers, you'd like a bigger and more deluxe model. The way to get one is to earn money either by winning in the arena, or by transporting cargo from city to city, or by becoming a vigilante and ridding the Interstates of people who care even less about the Highway Code.

Apart from this motorised carnage, *Autoduel* does have a few elements of strategy. You're given $2000 at the beginning of the game. The first thing you do is buy personal armour and go down to the car assembly plant to buy a car. You do this by specifying various options: like body type, chassis, size of power plant, weaponry, tyres etc. It's all spelled out for you in great detail in the manual.

But you don't get much for $2000 so you'd better go down to the Arena for Amateur night and enter an event (car provided) to win some money. When you've completed Amateur status, you enter events in your own car. And so it goes on. Acquiring more money lets you build a better car which, in turn, allows you to transport more lucrative cargo. Getting even more money lets you buy powerful weaponry to dispose of even more crazy cruisers. That's it really.

Most towns have a Truck Stop (buy armour, listen to rumours, get a bed for the night), a Joe's Bar (get gossip and a drink), a weapons shop and a garage. Only three towns, Boston, New York and Pittsburgh, have a car assembly plant. As you progress, you go up in the leagues in the Arena. With this increased status, you can cruise around the towns to compete on evenings featuring your league. Every arena has a weekly schedule of events. You might even buy a few more cars and store them in various towns.

The scenario sounds reasonable and expansive but what's really bad about *Autoduel* are the graphics and the abysmally clumsy gameplay. Graphics both in the arena and on the road are embarrassingly sparse and amateur. Scrolling is so jerky it reminded me of a CU type-in. All the roads and towns look much the same. And sound is confined to the very basic. They didn't even bother to throw in a few engine noises.

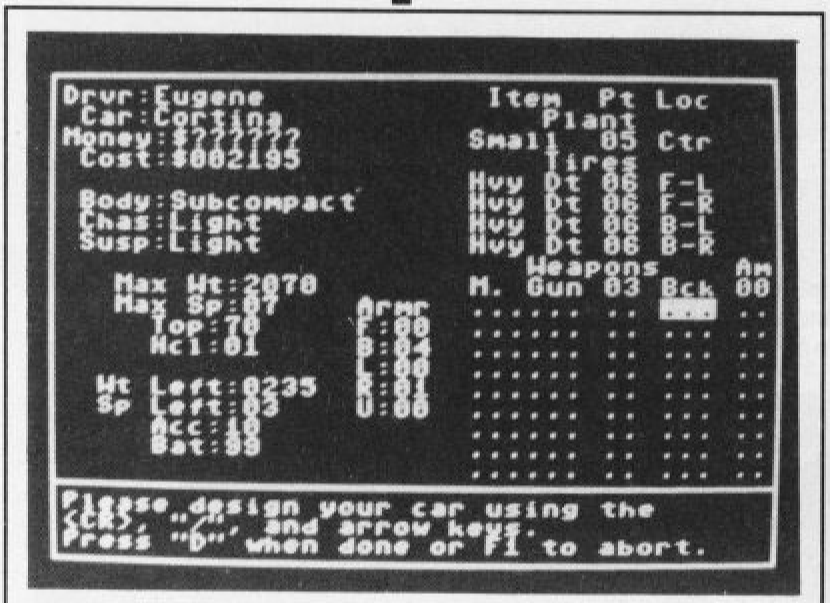
So it doesn't matter that the game fills two sides of a disk and that it's likely to keep you occupied for the next ten years. The problem is that it's too slow, it has no proper gameplay and really minimal graphics. Where have the programmers been hiding these last few years? Have they never seen a real game?

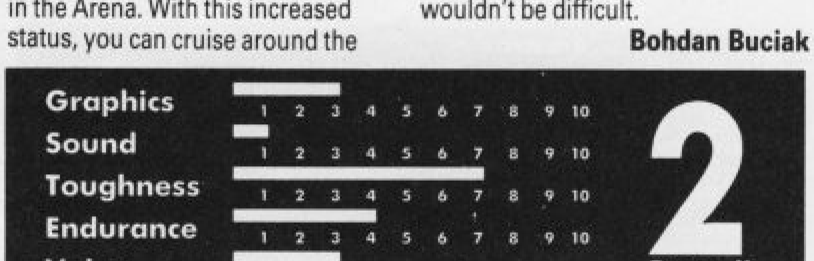
This is all a great pity because *Autoduel*'s packaging is really classy. There's very well produced 30-page manual with lots of information and detail. There's a fold-out roadmap, a player reference card, and a little toolkit thrown in for good measure. Maybe they felt guilty about the ludicrously high pricetag.

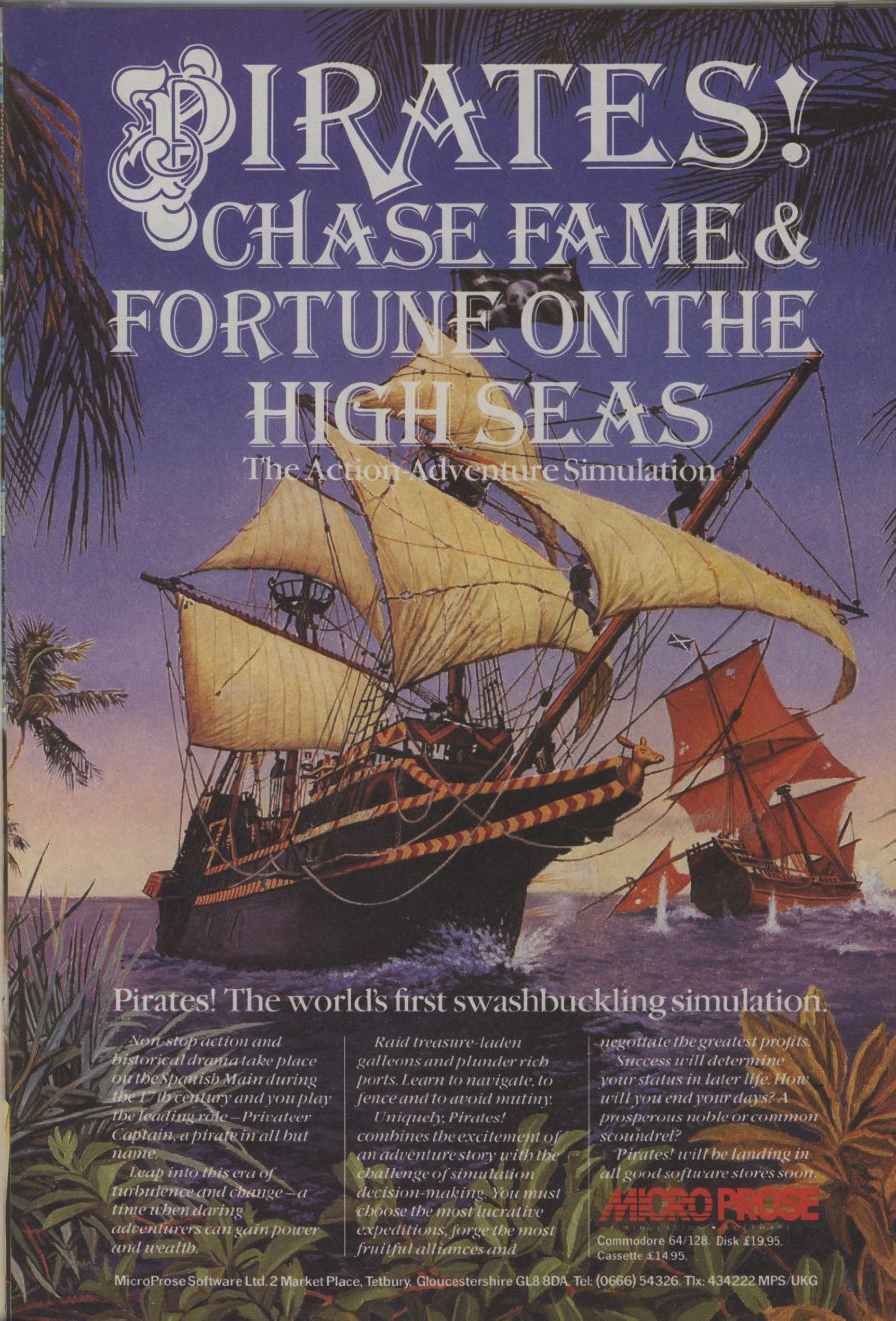
The Origin Microprose duo have more 'challenging' games planned for this summer. Let's hope they can do better than this first offering — it wouldn't be difficult.

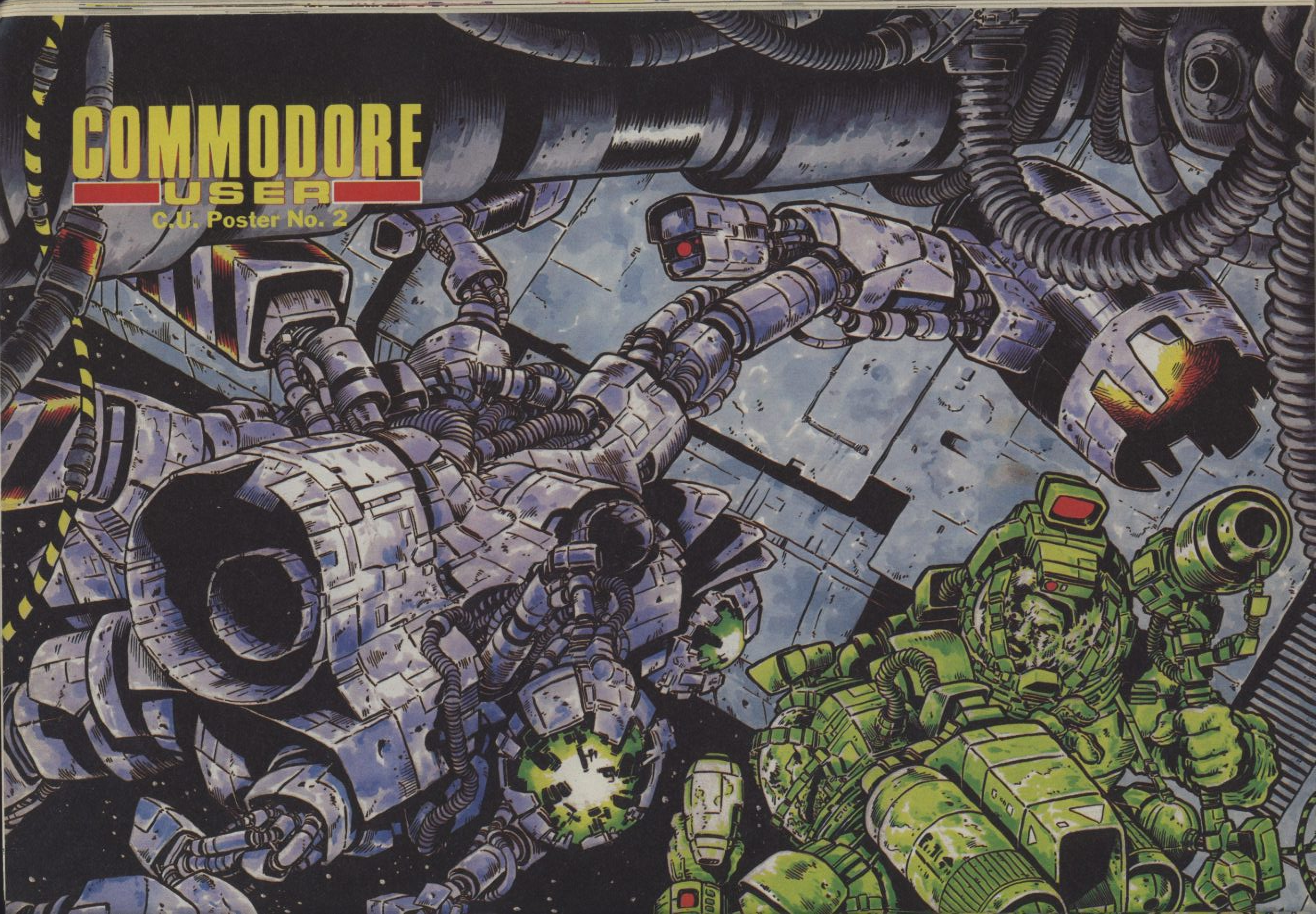
**Bohdan Buciak**

Eugene in a Cortina awllritemisun!.




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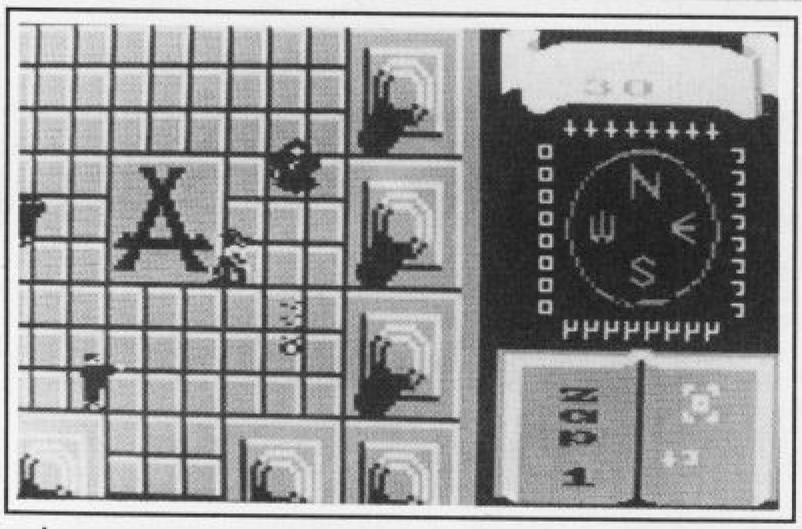

©PARIS'87



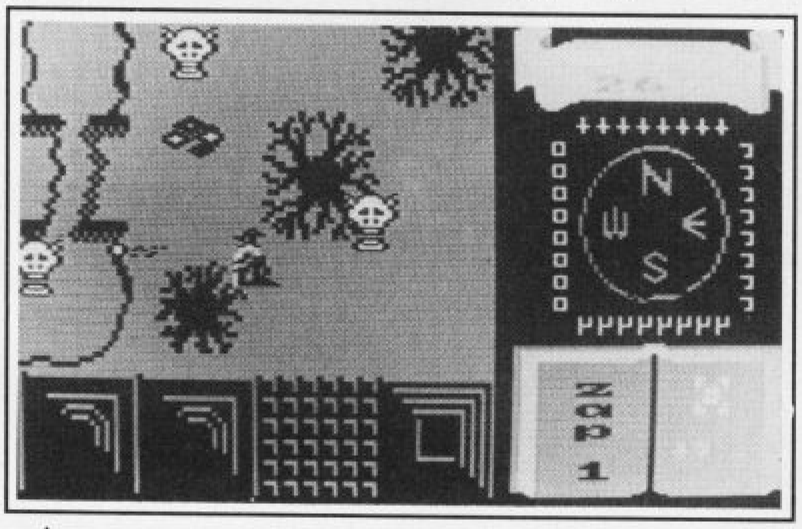
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# Wiz

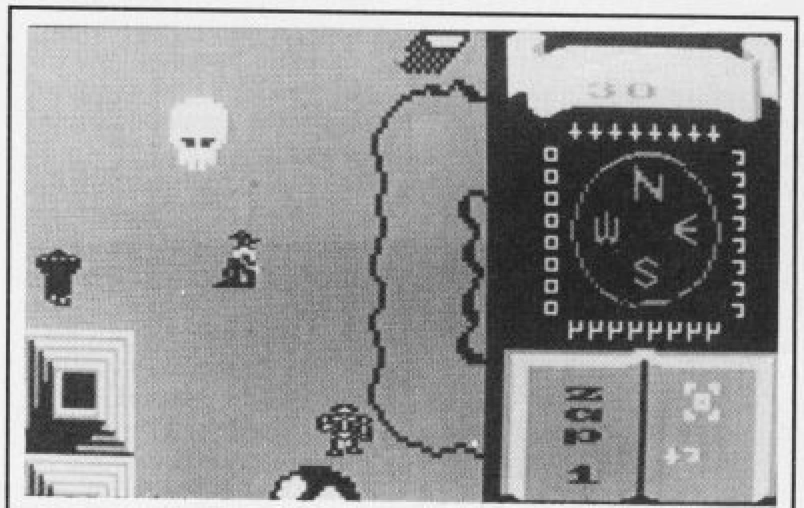
**64/128**
**Melbourne House**
**Price:**
**£8.95/cass**
**£14.95/disk**



**Save the world from doom, young runester.**



**Keep a good stock of spells.**



**Nice 3D scrolling screens.**

Games seem to be getting more and more complicated. I can remember the days when it was just a question of keeping your finger on the fire button and blasting everything in sight. Now it seems the only way to succeed is if you are endowed with the tactical foresight of Bobby Fisher combined with the murderous instincts of Ghengis Khan.

Not that I'm complaining, you understand, I'm all for it, more value for money and all that. It isn't half hard going for us poor reviewers, though. But enough of this whining, you will by now have gathered that Wiz is quite a toughie.

The plot, briefly. Good guys and bad guys, right. The good guys live on the bright side, the bad guys on the dark side. The bad guys are trying to muscle in on the good guys territory. The good guys (The Council Of Wizards) are a bit thick and can't see a way out so you (a low-level wiz) take it upon yourself to do the business.

To save the world from doom, destruction and other pretty evil and undesirable consequences you must become a powerful fifth-level wizard and discover the spell which will separate the two worlds by breaking the links between them. Spells figure pretty big in this game, what with it being about wizards and such like. The important thing to know is that spells are prepared with runes — kind of ingredients in spell soup. Different combinations of runes give you different spells — no good knocking up a minestrone when a Heinz cream of mushroom is what you're after, get my meaning?

To come to the point, two of the runes you need to make the powerful spell which will break the links between the lands are on the dark side — not a pleasant place, but go there you must. Getting there is a question of moving your little wiz fella around the very nicely drawn 3D screen which scrolls in whatever direction when you reach the edge. This is known as 'move and cast' mode (sounds like a novel fishing technique), the reason being that you move around and cast, or fire spells at the various little horrors that attack you.

Initially you're a bit short on spells, you can find three of them in your spell book (read spell book mode). These can be added to by going into 'buy spell' mode when a wizard is on the screen. Buying spells drains your magical power, as does bumping into little horrors, so watch you don't kill yourself by going into the magical power overdraught mode.

Having stocked up with a few spells you really ought to try your hand at using them. Nothing for it but to enter 'prepare spell' mode. Well there is something actually, first you'll have to try out 'read spell book'. In this mode you can flip through the pages of the old recipe book which shows you which combination of runes make the juicy little number you're after. Now you can go for prepare spell mode. Just select the runes in the correct order and hey presto (you'll be impressed), a brand new spell to try out on an unsuspecting sprite.

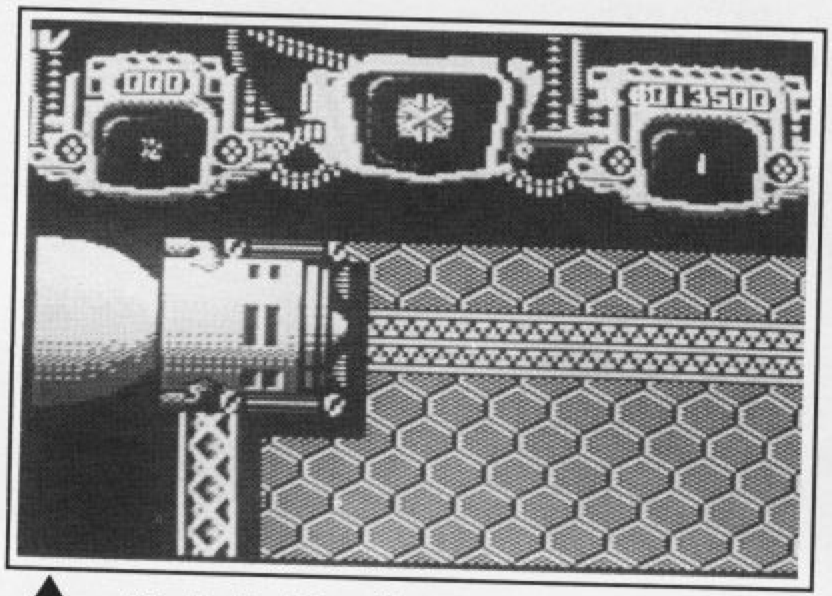
Like I said, it's a toughie and there's a good deal to it. If I explained the lot in detail, by the time you reached the end you'd be more than half way through the Hotshots page — yes yes they screamed (ho bloody ho — Dep Ed). The general gist is that you wiz around making spells with runes and casting them at things, admiring the pretty scenery en route, eventually making your way to the dark side to find the two missing runes.

There's lots of fancy tricks and confusing complications that are fun to discover and overcome. The trick, if there is one, is to be lightning fast at buying spells and doing the other things that require you to stand still and open yourself to attack. That's something I haven't quite got the hang of yet. By Christmas I just might get it sussed. Until then. . .

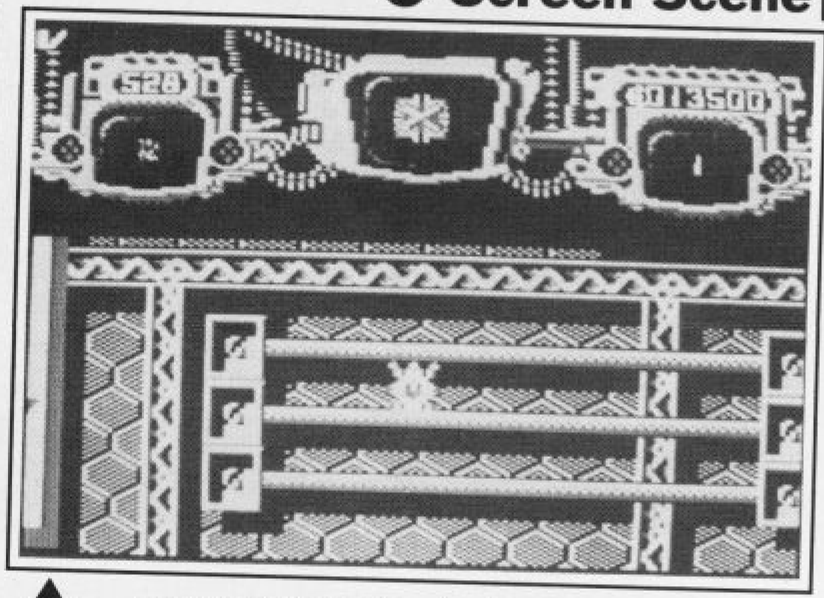
**Ken McMahon**

| Rating | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
|---|---|---|---|---|---|---|---|---|---|---|
| Graphics | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sound | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Toughness | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Endurance | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Value | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

**8 Overall**



The back of the ship.



Shadow Skimmer is simply a maze game.

# SHADOW SKIMMER

**64/128**
**The Edge**
**Price: £8.95/cass**
**£12.95/disk**

When *Shadow Skimmer* made its dramatic debut on the Spectrum a few months back, it was greeted with ecstacy by drooling reviewers. Much was made of its smooth scrolling and lack of dreaded attribute clash.

But often what appears astounding on the Spectrum seems pretty run of the mill when converted to the '64, where games of this standard have been around for ages. *Shadow Skimmer* isn't even in the same league as *Uridium*, for instance.

Plot-wise the game is unexceptional. You're a flight officer on a largish interstellar liner, and you've just popped out in your nifty Skimmer craft to do a quick recce on the liner's hull.

Sadly, the on-board computer chooses that moment to throw a total wobbly, and won't let you back in. The only entrance is the main hatch at the far end of the hull, and to reach it you've got to battle past the security and defence systems, which now regard you as a hostile intruder.

Like *Uridium*, then, the gameplay involves travelling over the ship's exterior, avoiding all the knobbly bits and shooting up the meanies. Unlike *Uridium*, the exterior is maze-like, so that your Skimmer has to fly between the protrusions rather than over them.

And that's the crunch. For all its smooth scrolling and great graphics, *Shadow Skimmer* is little more than a maze game, and after four or more years of such things, the concept is beginning to wear a bit thin.

The screen shows an overhead view (yawn) of the playing area, with the Skimmer always dead centre. The slightest movement in any direction causes the screen to scroll appropriately. The scrolling is *so* fast that rapid motion — especially when you're careering back and forth between obstacles — brings on a graphic epileptic attack.

Still, with some practice you'll cope with the sensitive controls and soon have your craft zipping down the alleyways with ease. Just as well, because every collision damages your energy shields, and you've only got three of them. After they're gone, you're dead.

Some of the hall structures can only be passed by flipping the Skimmer and flying beneath them. Trouble is, when you're upside down your speed is halved and you're more vulnerable.

The maze is split into four sections, and to get through them all means destroying the 'key defence gizmo' in each. Blasting the hell out of it won't do any good, so you'll have to descend into the hold of the liner and take out the similar-looking object that you'll find down there. Then you fly back outside again, and nip along the path that is now unobstructed.

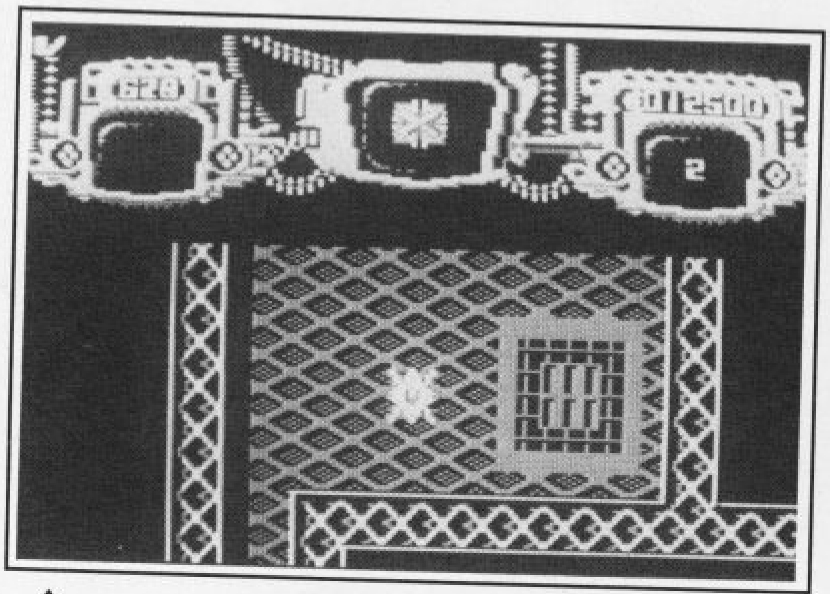
Simple enough, but entering the hold is a bitch. The hatchways are almost always opposite one of those funnel outlets which is spewing forth nasties, so that you have to hover directly in their line of fire.

This kind of tricky manoeuvring is just one of the things which makes *Shadow Skimmer* almost impossible to complete with the meagre three lives you've got. The Edge presumably think so too, because they've hidden an infinite lives option (not hidden very well, actually; you'll probably discover it if you sleep on it).

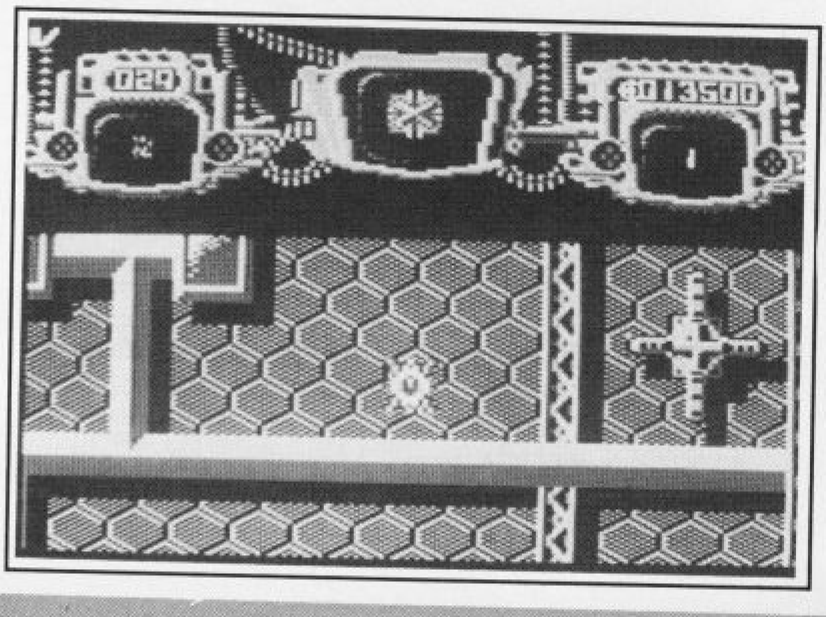
With infinite lives the game isn't just easier, it's a doddle, and you can finish in under ten minutes. So the choice is yours: play it the hard way and give up in frustration, or cheat and just go through the motions. Either way the game's a lemon.

Superbly programmed, with a good tune and some impressive action, *Shadow Skimmer* fails because it's instantly forgettable. Isn't it time that maze games were relegated to the bin?

**Bill Scolding**



Transport yourself through the hatches.



**Graphics**
**Sound**
**Toughness**
**Endurance**
**Value**

1 2 3 4 5 6 7 8 9 10

**5**
**Overall**

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*screen shots from CBM 64/128 version*

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**ACCESS**

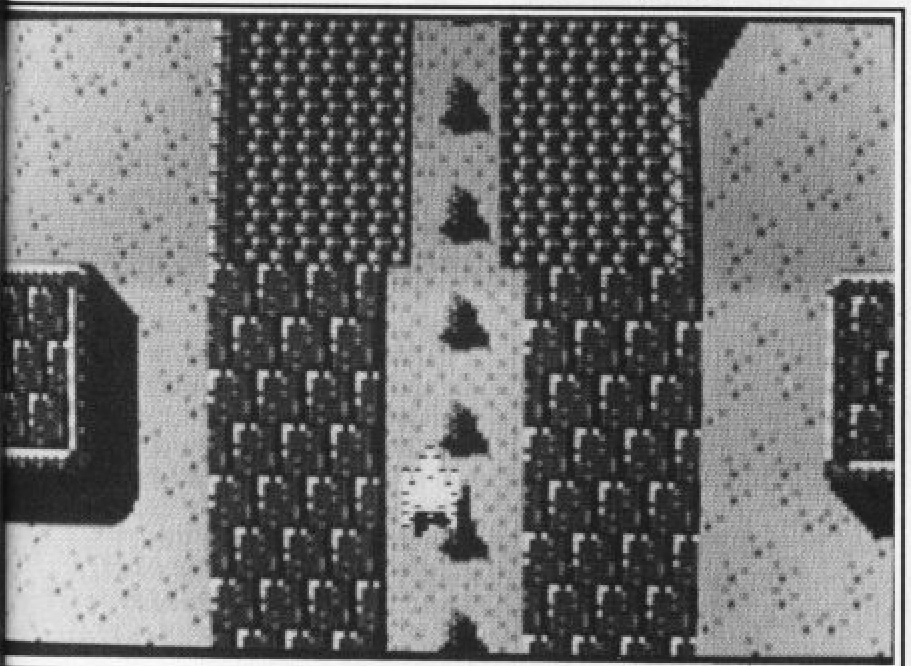
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GAME OVER
DINAMIC
©1987 Game Design Dinamic.
L.ROYO
When you decide to embark on this adventure you will face KAIKAS (mutating kangaroos), ORCOS (fierce monsters of the planet DEDRON), LEISER-FREISERS (autonomous search androids, equipped with telescopic cameras and turbo-laser cannon), GARKLAS CLONICOS (specialists in following trails through the swamp jungle) . . . a world full of dangers.
A challenge for the brave . . .
A challenge only for heroes. GAME OVER.
imagine
..the name of the game
SPECTRUM 7·95 COMMODORE, AMSTRAD, MSX 8·95

# Slap Fight

▼ **What can you say? It's the Terra Cresta effect again**



**64/128 • Imagine**
**Price: £9.99 cassette/ £14.95 Disk**

You have to hand to Imagine. They do turn out a mean coin-op conversion. *Slap Fight* is the latest in a long line of middle ranking coin-ops from the Manchester house.

It didn't exactly set the world alight in the arcades — and is likely to be received as a so-so shoot 'em up on the 64.

This is a shame really, as it does have certain points of merit.

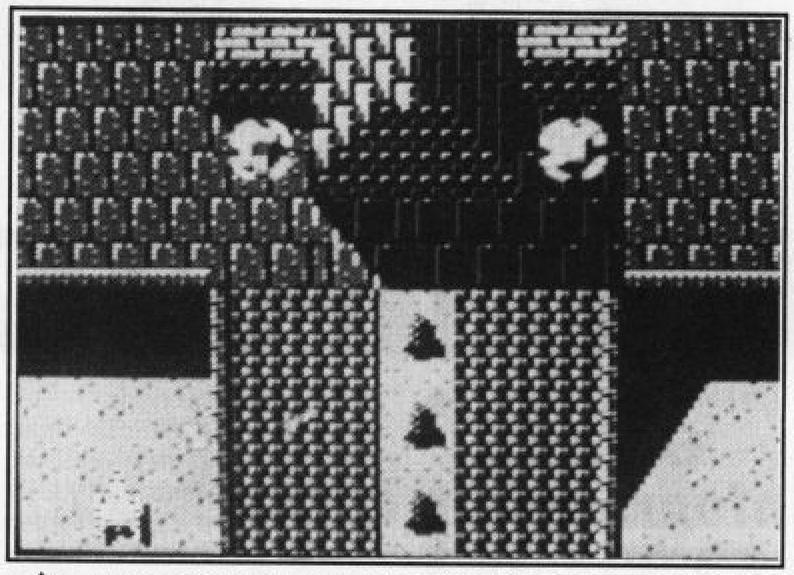
We have here a 'progressive' shoot 'em up. I love coining game jargon. So what is a 'progressive' shoot 'em up? I hear you ask. Simple really — it's a game like *Delta, Nemesis* or *I Ball* where you collect extra weapons or bits of your ship as you fly.

It's an excellent game idea. It works brilliantly in the three games I mentioned. The real question is after *Terra Cresta* et al do we want another full priced rendering of shoot, fly and collect?

Slapfight does not exactly offer the Best Storyline in an attempt to get a yes to that question. "You are the pilot of Slapfighter and must destroy the evil alien swarms which confront you, wave after deadly wave on the ever hostile planet of Orac". Can't see Douglas Adams losing any sleep if he were to stumble across that little bit of stunning sci-fi plotline.

The game scrolls vertically — your Slapfighter edging up screen as the aliens fly down towards you.

In the later stages of the game the screen is full of nasties and explosions. The whole thing is very colourful with impressive landscape backdrops. Good detail and shading on the buildings and terrain of Orac create a convincing setting for this space battle.



▲ **Nice background graphics but some originality would be welcome.**

Constant movement is the key to success in Slapfight. The nasties fire bullets at you — whizzing them out from all angles of the screen. Some of the meaner ones even chuck a bullet out at you from the rear of their ships after they have passed you. Got me every time, that did.

The method of building the ship's weaponry is fairly neat. Certain of the aliens leave a star on screen after they have been destroyed. You can pick this up by flying into it — the computer registers a successful pick up with a bleep.

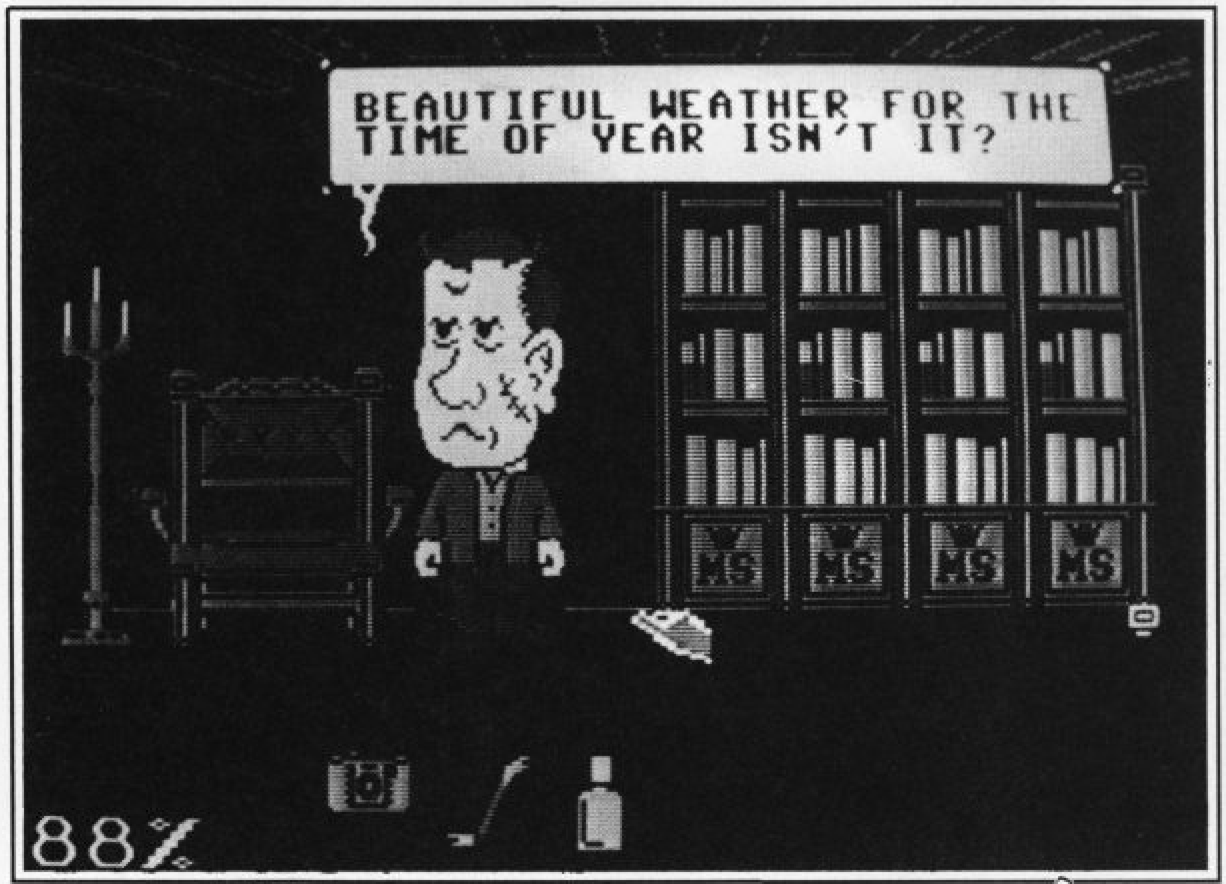
When a star is picked up one of the icons at the foot of the screen will illuminate. You can use this weapon by pressing space-bar. I didn't like having one hand off the joystick to use the weapon — it would have been better if the whole operation could have been carried out on-screen using just the joystick.

No complaints about the bonus weapons, though. A fair assortment of : speed — up to five times your starting speed and essential for flak-dodging, side fire, wing enlargements adding extra fire power; and bomb — which enables you to take out the enemy at a good distance in front of you. There are also shields, invisible lasers, and homing missiles.

*Slapfight* has all the essential ingredients of a first class shoot 'em up. Arcade pedigree, great graphics, and gradually-increasing fire power. The only thing it lacks is little bit of freshness — there is nothing new here. No little touches to distinguish it from the pack. A game needs to have that — especially when it is retracing already well-worn ground. Sorry Imagine — I can't recomend this at a tenner. **Eugene Lacey.**

| | | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|---|
| Graphics | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Sound | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Toughness | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Endurance | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |
| Value | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 |

**5 Overall**






# INHERITANCE II

**64/126**
**Infogrames**
**Price: £9.95 cass**
**£14.95 disk**

If you played the original *Inheritance — Panic in Las Vegas*, you'll know that the inheritance in question is the fortune left you by your Aunt. In case you're completely in the dark on this, here's a recap on the story so far.

**▼ Look closely at the suit of armour before entering this room.**

Before your Aunt pegged it, the silly woman said you had to win a million dollars in Las Vegas in one night before you could get your sticky mitts on her money. This involved you breaking out of a hotel, dashing to the airport to catch the Vegas flight and finally putting your shirt on the prospect of a big win.

You won't be surprised that you did, in fact, win the million. But you're now faced with the problem of proving you're the rightful nephew before you can book that Monte Carlo villa. Managing to lose your birth certificate does you no favour. Neither does the fact that your family records are located out in the wilds of Scotland.

So you trek up there to regain your identity. On top of that, various fake nephews appear to try and grab the promised goodlife for themselves.

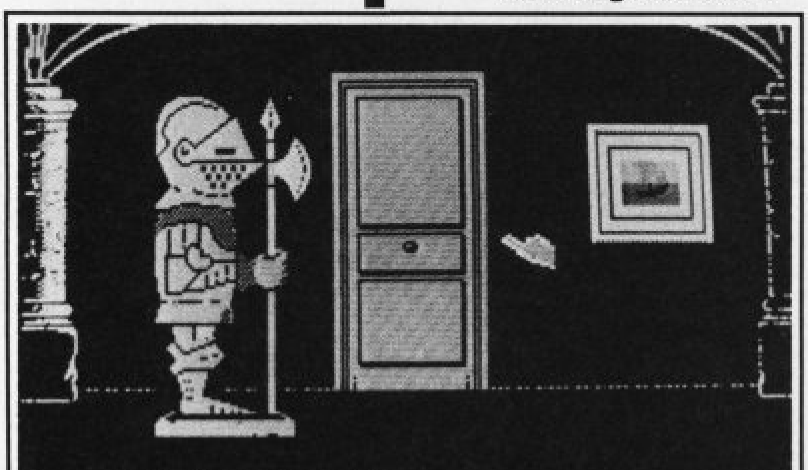
**◀ You will find something useful in the library — apart from this inaccurate observation about the weather.**

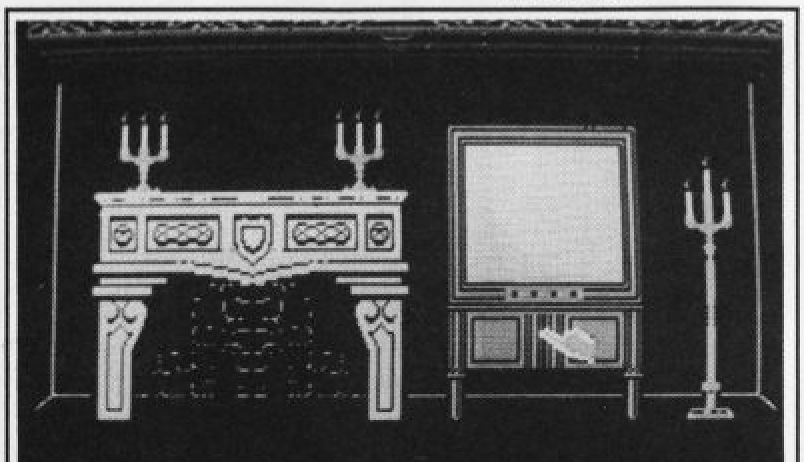
Unlike the original *Inheritance* with its many locations, this episode is set entirely inside a stately home whose rooms you have to explore. Despite this restricted location, there are quite a lot of them to roam through, ranging from bedrooms to sitting rooms, the garden, kitchen, lumber room, laundry etc. The joystick-driven format persists. And since there's absolutely no text to type in, the game becomes more a strategy than an adventure.

As before, you will meet various characters as you wander round the house. Sometimes they will speak to you, in the usual speech-bubble form. They seem to be babbling on most of the time. But don't relegate them to fruitcake status, they're actually giving you clues as to what to do next. And you won't get any information out of them unless you have an appropriate object to give them.

Thus, various objects are to be picked up; they're found hidden away in cupboards and drawers, but

**▼ A lousy picture on this TV — could it be the aerial?**



you can carry only four at a time. If, for example, the lady of the house points out that it's time for tea, being able to thrust a teacup into her hand will do you no end of good.

But there's a time limit in all this, in the form of an energy percentage which decreases as you explore the rooms. Energy can be replaced by sneaking into the kitchen and




**Nick the food from the fridge but be careful not to get caught by the cook.** ▶

grabbing food out of the fridge.

Simply exploring the rooms and finding out what objects are there to be had takes up considerable time. And there are quite a few traps to fall into. Open one door and you break your neck falling down the stairs — end of game.

Enter the bathroom without the appropriate item to get you out and you're locked in — end of game.

The linen cupboard in the kitchen is another no-exit trap if you haven't picked up the means of getting out — end of game.

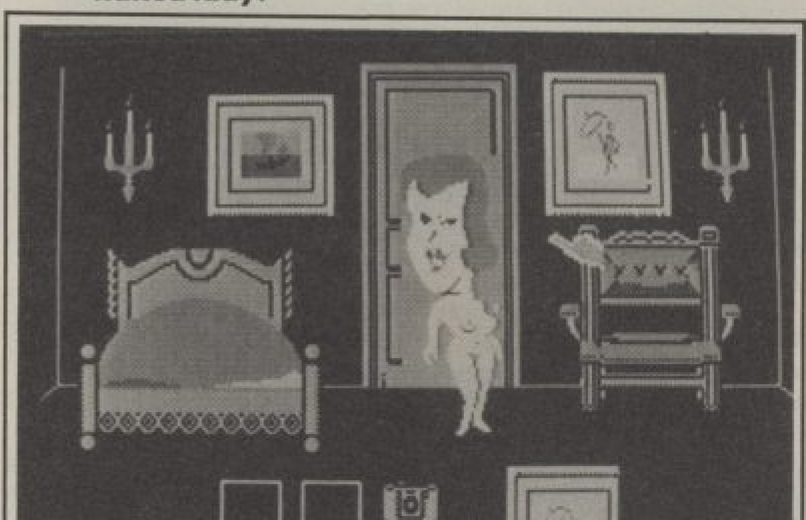
It's possible to map the house to avoid these dead-end rooms but the process becomes trickier since you're facing the other way when you leave. Mapping is also slightly hindered by the fact that all the doors are identical. And you really can't afford to avoid traps like the bathroom, not for the obvious reason but because there's an object in there which will make one of the characters speak to you.

Generally the information gained is useful. But occasionally the effort needed doesn't pay off. For example, you need to find a bag of sweets to give to the little girl to



# CHAOS IN SCOTLAND

▼ **Trust randy Buciak to find a screen with a naked lady.**




make her talk. When she does, all you get is, "My father was a racing driver" — little brat.

There's the occasional unexpected trap too, like being seduced by a naked woman in her bedroom. "Are you coming?" she quips saucily. Before you can grab your scout badge she's whipped her clothes off. An unmentionable interlude follows which leaves your energy strangely depleted. Trust the French to come up with unsavoury smut like this — brilliant stuff.

True to form, the graphics in this game are of Infogrames' high quality. The scenery in the rooms is bright and bold, although a few of the objects take a bit of identifying. The characters are large and well drawn, and their mouths move when they speak. I particularly liked the cook. Give her a meat cleaver and she'd be a dead ringer for a mass murderer.



There's also a strong logic to the game that gives you confidence in objects doing what they're supposed to if you've thought it out right. Turn on the TV and you simply get a flickering picture. Collecting the TV aerial from the lumber room should solve your problem. It doesn't and it takes some brain bashing to suss out that you may not be tuned to the right channel.

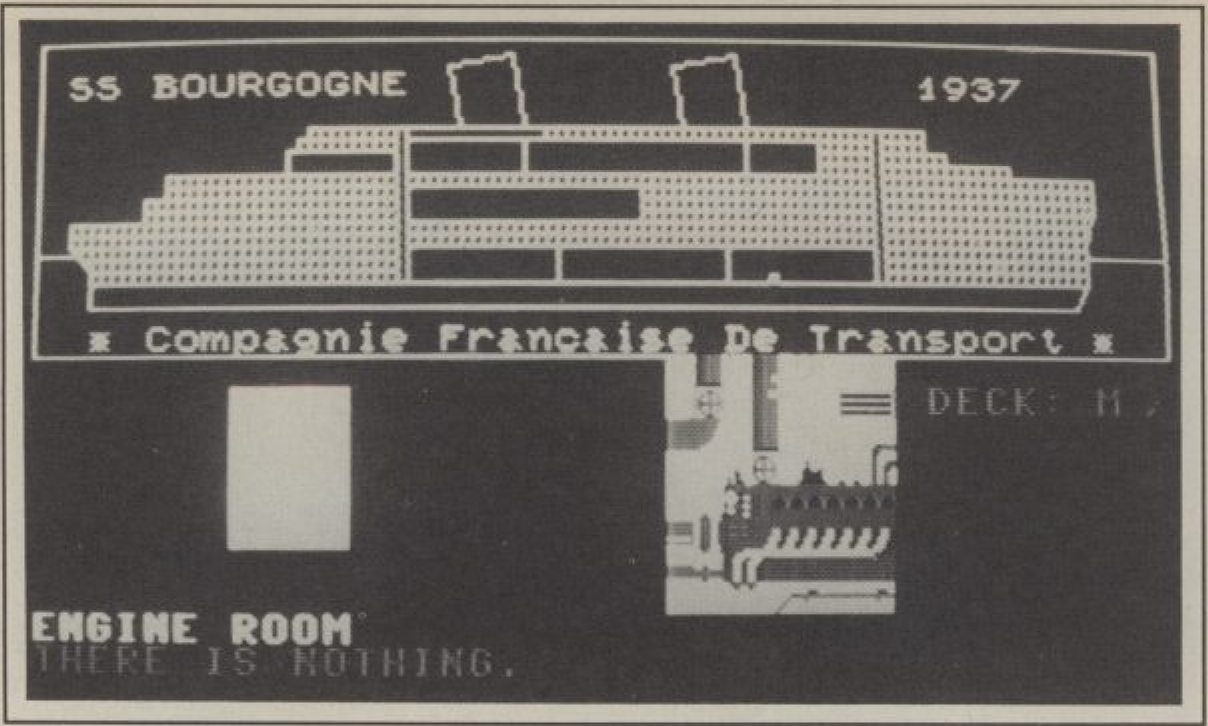
Just a few criticisms. Like the original, there is no music and hardly any sound effects. A good soundtrack would have been nice — provided you could turn it off. Also, the characters tend to say the same stock phrases over and over again, which gets up your nose after a while.

*Chaos in Scotland* is a big and difficult game. It's going to be some time before I find out where my birth certificate is and how to get it. But it's fun to play and there's never a shortage of the unexpected. This is well up to Infogrames standard.

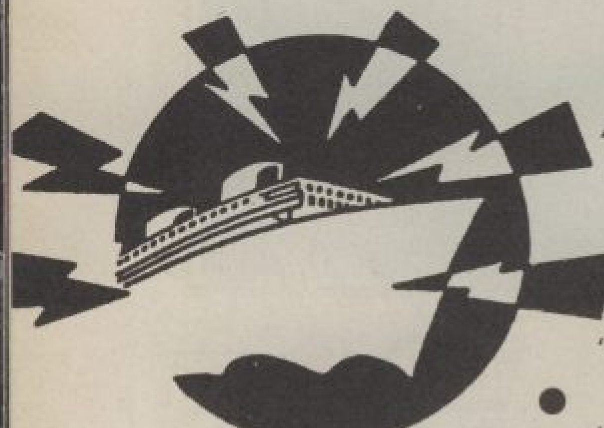
**Bohdan Buciak**

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**8 Overall**




◀ **Murder on the Atlantic — the latest from Infogrames is just like an Infocom game with various bits and bobs in the box.**



# MURDER ON THE ATLANTIC

## 64/128 Infogrames Price: £14.95/cass £19.95/disk

"Whodunnit", is the latest cry as we are swamped in computer mysteries. Infogrames has taken the lead in this trail of murder and mayhem with the *Vera Cruz* and *Sydney* affairs. Its latest sleuthing software will challenge even the best digital detective.

When you open the box you are buried in an avalanche of clues including pictures of the 40 suspects, letters written in German, French, English and braille, photographs of guns, bullet holes and suspects (ones even torn up into pieces), a French newspaper, passenger list for Le Bourgogne, telegrams, reports, negatives, business cards and even a piece of string, capsule of ink and a spent gun cartridge! Nestled in the bottom of the box is the game tape or disk *(bet that comes in handy, too — Ed)*.

The mystery is set on the luxury liner Le Bourgogne during the tense pre-war years of the 1930's and begins as you are brought in to investigate the murder of the mysterious Phillipe de la Valiere.

Unlike the previous Infogrames mysteries you're on your own and must solve the crime(s) without the help of police computers or other police forces. The ship's captain has ordered everyone to their cabins so that you can find people when you need them but that's all the help you get. Indeed some areas of the ship are off limits to you until you give the Superintendent the correct password (clue — it's somewhere in the box).

The screen display shows a plan of the ship which is divided into squares (to control your movement) and below that pictures of rooms you're in and any characters you are talking to and their statements.

The first stage of your investigations involves a lot of legwork as you must systematically search the ship, level by level, room by room, interviewing everyone you meet and making copious notes. At times you'll be told to that you find a note or a photograph that corresponds to part of the package which you should then add to your growing collection. You could grab all the evidence at once but this is unwise as it will only confuse you.

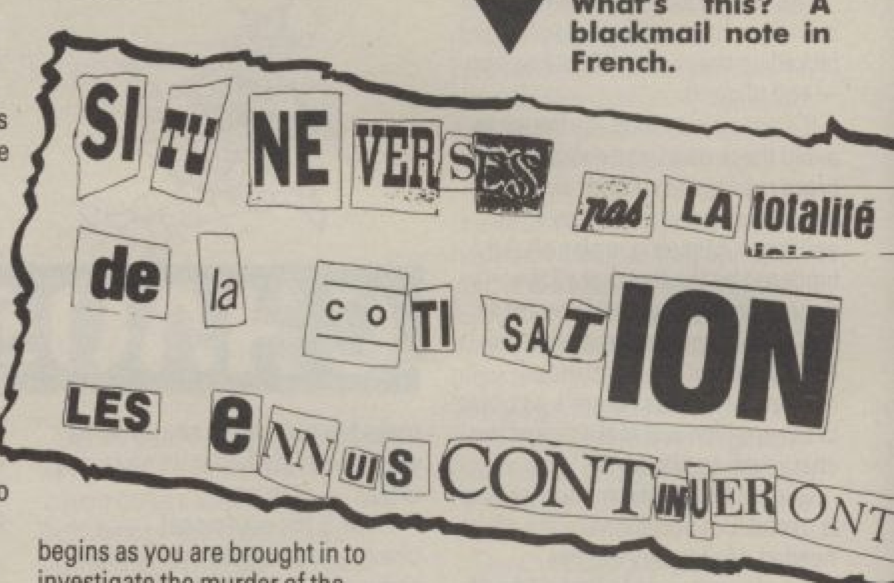
As the mystery unfolds you'll discover a web of intrigue including spies, poison pen letters, blackmail and society scandals and maybe even a second victim.

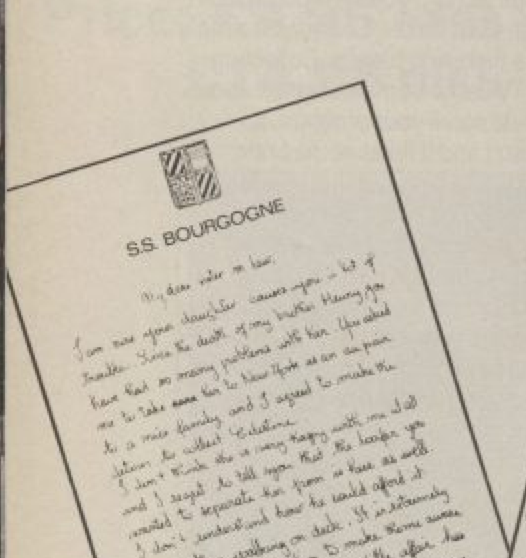
The game tape/disk contains a second test program that asks you crucial questions so you can judge how far you've progressed. Be warned, however, this doesn't give you any clues and usually proves you've got a long way to go even though you thought you had it solved.

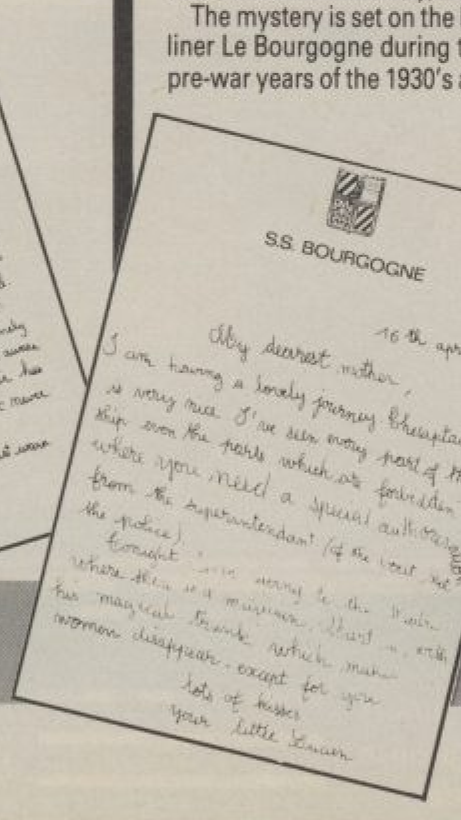
The disk access is rather slow at times (the tape version will be even slower as statements have to be loaded in seperately!) but as you get caught up in the atmosphere and intrigue you'll forget this inconvenience and use the time to read your notes or attempt to decipher a piece of evidence. This is undoubtedly one of the best whodunnits you'll ever play and a must for all sleuths.

**Tony Hetherington**

▼ **What's this? A blackmail note in French.**




| | | | |
|---|---|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 | | 8 Overall |
| Sound | N/A 1 2 3 4 5 6 7 8 9 10 | | |
| Toughness | 1 2 3 4 5 6 7 8 9 10 | | |
| Endurance | 1 2 3 4 5 6 7 8 9 10 | | |
| Value | 1 2 3 4 5 6 7 8 9 10 | | |

# TOTAL BACK-UP POWER CBM 64/128

## PERIPHERALS..THE FINAL FRONTIER..OUR MISSION..TO BOLDLY GO WHERE NO OTHER UTILITIES HAVE GONE BEFORE

CAPTAIN'S LOG...THE TOTAL SOLUTION TO ALL YOUR BACK-UP NEEDS... THE ULTIMATE BACK-UP CARTRIDGE HERE NOW !!

### REPORT ON FINDINGS

Action Replay Mk III is more powerful, more friendly and will back up more programs than any competing utility by taking a 'Snapshot' of the program in memory so it doesn't matter how it was loaded... from disk or tape, at normal or turbo speeds... the results are the same – **Perfect!! Amazing!!!**

### STARBASE UPDATE

- Simple to use: just press the button and make a complete backup: Tape to Tape, Tape to Disk, Disk to Disk, Disk to Tape. – THE PROCESS IS AUTOMATIC – JUST GIVE THE BACKUP A NAME.
- All backups will reload at turbo speed independently of the cartridge.
- Dual speed tape turbo system. Programs can load up to 3 times faster than commercial turbos – that's over 10 times normal Commodore speed.
- Freeze the action then view the program with the monitor feature. Add pokes for infinite lives etc. Then restart the game or backup – ideal for customised versions of your games.
- Picture Save. Save any multi-colour. Hires screen to disk or tape. Compatible with Blazing Paddles, Koala, Slideshow etc.
- Fully compatible with 1541, 1541C, 1570, 1571, and ehancer or any CBM compatible data recorder.
- For C64, 64C, 128, 128D (in 64 mode).
- Unique Sprite Monitor. Freeze the Action and view all the Sprites, watch the animations scroll across the screen. Save Sprites to disk or tape. Customise your games by loading sprites from one game to another – then restart the program or make a backup.
- Compatible with fast DOS and Turbo ROM systems.
- Backup process in turbo speed – faster than any rivals.
- Special compacting techniques. Each program is saved as a single file.
- Transfers multistage tape programs to disk – more than any other cartridge – even the extra stages are turbo load – a unique feature.
- Sprite Killer! make yourself indestructible by disabling Sprite collisions in games.
- Fast disk format (20 secs).
- Built-in unstoppable reset button.




**PLUS Built In**

## FASTLOADER

Action Replay III even has a built in disk fast loader which speeds up loading 5 times. Uses no memory – invisible to the system. You could pay £20 alone for this feature.

### WARP 25

**BREAKS THROUGH THE 10 SECOND BARRIER!**

Action Replay III now comes with an amazing new Disk Bootloader that will reload your backups at TWENTY FIVE TIMES normal speed. The fastest disk turbo yet devised!! There are NO CATCHES. WARP*25 works with ALL your games. Works with any disk drive. No preload required – No hardware modifications necessary – No user knowledge required – programs load INDEPENDENTLY. LOADING TIME – 9.8 SECONDS (for a typical game saved by WARP*25 in conjunction with ACTION REPLAY III). This time is for the COMPLETE load process from start to finish. Reload is entirely INDEPENDENT of the cartridge or any other hardware.

Compare these (accurate!) figures for some rival backup systems:

| SYSTEM | LOAD TIME | PROGRAMS PER DISK | CARTRIDGE REQUIRED? |
|---|---|---|---|
| ACTION REPLAY MK III SAVED WITH NORMAL TURBO | 25 SECS | THREE | NO |
| ACTION REPLAY MK III SAVED WITH WARP*25 | 9.8 SECS | THREE | NO |
| FREEZE FRAME (MK IV) | 40 SECS | TWO OR THREE | NO |
| FREEZE FRAME (LAZER) | 25 SECS | TWO | YES |
| EXPERT SYSTEM | 30 SECS | THREE | NO |

All purchasers of Action Replay III will receive WARP*25 FREE with their cartridge. Existing Action Replay III owners can obtain WARP*25 Disk turbo by sending £2.50. post free. (No need to send your cartridge). OR obtain it FREE on the Enhancement Disk (£7.95).

**THE ACTION REPLAY ENHANCEMENT DISK**

The best collection of tape to disk transfer routines for nonstandard multiload programs (eg Dragons Lair I and II, Championship Wrestling, Summer Games, Ace of Aces, Gauntlet, Supercycle, Marble Madness, World Games). 31 titles in all. Uses our unique parameter system. No user knowledge required. Turboload throughout. NOTE: Standard cartridge transfers normal multiloaders eg Winter Games etc. etc. Disk includes file copy and disk backup utilities.
PRICE £7.95 with FREE! Multicolour Slideshow for display of loading screens, hires pictures etc. saved by Action Replay. Great entertainment!

**PERFORMANCE GUARANTEE**

100% Success? Rival Claims? Who's Kidding Who?
Action Replay Mk III will backup any program which any other cartridge can backup – and more! It also has an unmatchable range of features. Consider 'Freeze-Frame' for example, which uses more disk space, saves at slower speed, has slower tape loader, has no built in disk fastloader, no picture, Sprite or restart features and costs £10 more than Action Replay. So who's kidding who? Buy Action Replay Mk III. If you find that it does not live up to our claims return it within 7 days of receipt and your money will be refunded.

*USUALLY SAMEDAY DESPATCH ON ALL ORDERS.*

**datel electronics**

Send cheques/postal orders to:
**DATEL ELECTRONICS, UNIT 8/9 DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, STOKE-ON-TRENT. TEL: 0782 273815 TELEX: 367257 TELSER G.**

SEE OUR DOUBLE PAGE ADVERTISEMENT ELSEWHERE IN THIS MAGAZINE FOR OUR FULL RANGE OF COMMODORE ADD ONS. SEE US ON PRESTEL PAGE No 258880000A 12 PAGE CATALOGUE + ORDER PAGE.

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**0782 273815**

# DATEL ELECTRONICS




## DISK DEMON £64.99 POST FREE

**"The world's fastest parallel operating system"**

- ❑ Loads a typical 202 block program file in under 3 seconds!
- ❑ 60x faster load (PRG files).
- ❑ 25x faster load (SEQ files).
- ❑ 20x faster save (PRG files).
- ❑ 20x faster save (SEQ files).

**PLUS** AN ADVANCED COMMAND STRUCTURE INCLUDING:

- ❑ Fast format – up to 40 tracks (749 blocks).
- ❑ 16 function keys: list, run, load, directory, format, save, old, verify, etc.
- ❑ Fload will fastload files up to 250 blocks (other similar systems will only cope with 202 blocks).
- ❑ Number conversion. ❑ Reset.
- ❑ Unique built in file copier will copy files up to 250 blocks like lightning – multiple copy options – perfect for copying Action Replay files.
- ❑ Highly compatible with commercial software – can be switched out for non compatible programs.
- ❑ Perfect for use with Action Replay 3 – a typical AR3 backup will reload in about 3 seconds – yes 3 seconds!
- ❑ Speeds up other DOS functions including verify, scratch etc.
- ❑ Screen on or off during loading.
- ❑ Enhanced command set – over 30 new commands.
- ❑ Easily fitted – Disk Demon plugs inside the 1541 and the new operating system chip plugs inside the C64/128. Fitting takes only minutes and usually requires no soldering.
- ❑ User port throughbus supplied free – you could pay £15.00 for this alone.
- ❑ Supplied complete – no more to buy.



## DISKMATE II

**The Disk Utility Cartridge**

- ❑ Disk fastload cartridge.
- ❑ Up to 5 times faster.
- ❑ Fast save. ❑ Fast format (10 secs).
- ❑ Improved DOS – single stroke commands – load/save/dir/old etc.
- ❑ Redefined function keys for fast operation of common commands.
- ❑ Powerful toolkit commands including: old/delete/merge/copy/append/autonum/linesave etc.
- ❑ Plus a full machine code monitor – too many features to list but it has them all!
- ❑ Special switching techniques make Diskmate invisible to the system. Therefore it is a more compatible fastloader than other types.
- ❑ Diskmate II is £14.99.

**Special Offer!!**

Diskmate II can be purchased on the same cartridge as Action Replay II for **ONLY £39.99**



## MIDI 64

**A Full Midi Interface for the 64/128 at a realistic price**

- ❑ MIDI in. ❑ MIDI thru. ❑ 2 x MIDI out.
- ❑ Compatible with most leading software packages including: Seil, JMS, Advanced Music System, Joreth, Steinburg etc.

**ONLY £29.99**



## MOUSE

- ❑ CBM 64/128 mouse.
- ❑ Wide compatibility with software including: Blazing Paddles.
- ❑ Works by mimicking joystick so will work in any joystick application including graphic packages only designed for joystick.
- ❑ Functions on either joystick port.
- ❑ Optical system operation.

**ONLY £24.99**

## CHIPS

- ❑ 27128 **£3.00 EACH**
- ❑ 27256 **£4.50 EACH**



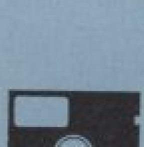
## CARTRIDGE DEVELOPMENT SYSTEM

- ❑ All the necessary parts to produce an 8K/16K auto-start cartridge.
- ❑ Top quality PCB. ❑ Injection moulded case.
- ❑ Reset switch. ❑ 16K EPROM.
- ❑ "Cartridge Handbook" gives full details and tips on building and configuring the cartridge for many uses.

**ONLY £12.99**

**complete with handbook**

## FAST HACK'EM (TM)



**The Ultimate Disk Copier/Nibbler for C64/128**

❑ MULTI-MODULE SYSTEM – ALL ON ONE DISK

❑ SINGLE 1541 MODULE

- ● AUTO NIBBLER: Copy an entire protected disk in 3 minutes. Automatically senses type of protection and treats it as normal data to produce working copy.
- ● NIBBLER: Copy an entire disk in 2 minutes. As above but parameters can be set manually.
- ● FAST COPY: Copy a disk in under 2 minutes.
- ● FILE COPY: Copy and file in 9 seconds.
- ● FAT TRACKER: Fat tracks are amongst the latest forms of protection. This mode allows you to produce a fat track on the disk.

❑ SINGLE 1571 DRIVE (64 OR 128 MODE)

- ● FAST COPY: Entire 1571 disk in under 1 minute.
- ● SINGLE OR BOTH SIDES: Will copy C64 or true 128 software.
- ● C64 or 12 modes.

❑ 1541 PARAMETERS MODULE

This is the module that gives Fast Hack'em its power. The parameters module contains dozens of "Parameter Keys" that are used to unlock those heavily protected programs. Each parameter is designed for a particular software brand or even a particular program. Other copy programs may make strong claims, but without special parameters they just can't cope. Datel will be offering updates to Fast Hack'em on a quarterly basis, featuring 20-50 new parameters plus other improvements as they're made. Prices to be £6 plus old disk.

❑ 1541 PARAMETERS MODULE

- ● AUTO NIBBLER: Copy an entire unprotected disk in under 1 minute. Features auto track/sector analyzer.
- ● FAST COPY: Copy entire disk in 36 seconds with verify.
- ● AUTOMATIC FASTCOPY: As above but with completely automatic operation. In fact once set up doesn't even need the computer. A must for duplicating disks on a large scale.

**ONLY £19.99**

**ALL ORDERS NORMALLY DESPATCHED WITHIN 48 HRS**

# HOW TO ORDER . . . .

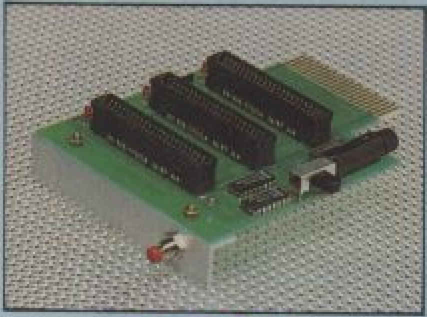
| BY PHONE | BY POST | BY PRESTEL/FAX |
| --- | --- | --- |
| 0782 273815<br>24 hr Credit Card Line | Send cheques/POs made payable to 'Datel Electronics' | Prestel Pages # 25880000A<br>Fax Orders<br>0782 264510 |

# DATEL ELECTRONICS

UNITS 8/9, DEWSBURY ROAD, FENTON INDUSTRIAL ESTATE, FENTON, STOKE-ON-TRENT.

**TEL: 0782 273815 TLX:**

# DATEL ELECTRONICS



## 3 SLOT MOTHERBOARD

**Save wear and tear on your Expansion Port**

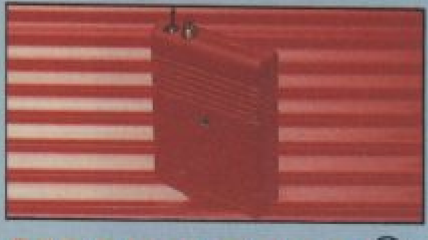
- Accepts 3 cartridges.
- Onboard safety fuse.
- Switch in/out any slot.
- High grade PCB.
- Fully buffered.
- Reset button.

**ONLY £16.99**

## DATA RECORDER

- Quality Commodore compatible data recorder.
- Pause control.
- Suitable for 64/128.
- Counter.
- Send now for quick delivery.

**ONLY £24.99**



## SMART CART ™

**Now you can have an 8K or 32K cartridge that you program like RAM then acts like ROM!**

- 8K or 32K pseudo ROM.
- Battery backed to last up to 5 years (lithium battery).
- Simply load the program you require – then flick the switch. The cartridge can then be removed just like a ROM cartridge.
- Make your own cartridges including autostart types – without an EPROM burner.
- Can be switched on or off board via software.
- I/O 2 slot open for special programming techniques.
- 32K version has 4 x 8K pages.
- Some knowledge of M/C is helpful – but full instruction are provided.

**8K VERSION £14.99**
**32K VERSION £29.99**

## SMARTCART UTILITIES

A series of utility programs for use with Smartcart. Simply load in the program and you have a powerful cartridge. When you have a different requirement – load in another program and you have a new cartridge. The process takes seconds, and can be repeated any number of times.

We intend to release a range of programs. The first available are:

## DISKMATE II

- all the features of Diskmate II (see ad).

Loaded in seconds – with full instructions. **ONLY £9.99**

## RAM DISK

- Turn your Smart Cart into a 32K RAM/disk.
- 32K of instant storage area for files/programs.
- Load/save instantly.
- Disk type commands: load, save, directory, scratch.
- Program data retained when computer is switched off!
- Full command set with instructions.

**ONLY £9.99**



## PRINTER IV

**Now you can turn your MPS 801 into 4 printers in one!!**

- Alternative character set ROM – fitted in seconds.
- All four sets have true descenders.
- 100% compatible with all software.
- Descender.
- Eclipse.
- Scribe.
- Future.
- Choose any set at the flick of a switch.

"For anyone who uses their printer often this chip is a must. It's quick and easy to use and the end results are impressive" – Your Commodore, Jan 87.

**ONLY £19.99**

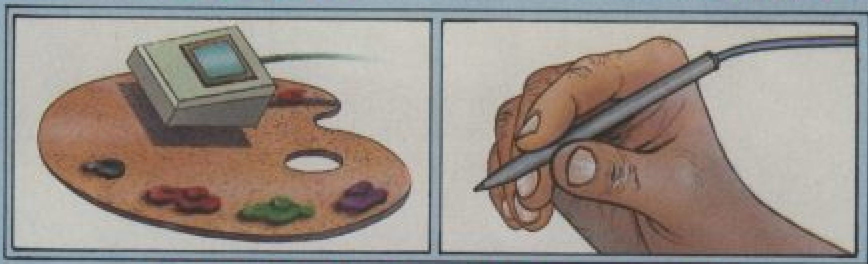


## TURBO ROM II

**Turbo Rom II is a replacement for the actual kernal inside your 64. It provides superfast load/save routines.**

- Loads most programs at 5-6 times normal speed.
- Saves at 5-6 times normal.
- Improved DOS support including 10 sec format.
- Programmed function keys:- load, directory, old, etc.
- Return to normal kernal at flick of a switch.
- FCOPY – 250 block file copier.
- FLOAD – special I/O loader.
- Plus lots more.
- Fitted in minutes – no soldering usually required. (On some 64's the old ROM may have to be desoldered).

**ONLY £14.99**



## BLAZING PADDLES

**A complete lightpen/graphics illustrator package.**

- A fully icon/menu driven graphics package of a calibre which should cost much more.
- Complete with a fibre optical lightpen system for pin point accuracy.
- Multi feature software including:
  - Range of brushes ● Airbrush ● Rectangle ● Circle ● Rubberbanding ● Lines ● Freehand
  - Zoom mode ● Printer dump ● Load/save ● Advanced colour mixing – over 200 hues!!
  - Cut and paste allows shapes/windows/pictures to be saved to/from tape/disk.
- Blazing Paddles will also work with many other input devices including: Joysticks, Mice, Graphics Tablets, Trackball etc.
- Pictures can be saved from Action Replay and edited with Blazing Paddles.

Complete Blazing Paddles & Lightpen **ONLY £24.99**

Blazing Paddles available separately for **£12.99**

## TOOLKIT IV

**The ultimate disk toolkit for the 1540/1541**

- A disk toolkit is an absolute must for the serious disk hacker. Toolkit IV has more features than most for less.
- DISK DOCTOR V2 – Read and write any track and sector including extra and renumbered tracks. Repair damaged sectors. Look underneath read errors.
- HEADER/GAP EDITOR – Decodes and displays ALL header information including off bytes and header gap. Rewrite the entire header and header gap. Renumber sectors. Also edit any sector tail gap.
- DISK LOOK – Sort directory. Recover lost files. Display file start/end addresses. Disassemble any file program directly from the disk to SCREEN or PRINTER including undocumented opcodes. Edit Bam. Much, much more.
- FILE COMPACTOR – Can compact machine programs by up to 50%. Saves disk space. Compacted programs run as normal.
- FAST DISK COPY – Copy an entire disk in 2 minutes or less using single 1541.
- FAST FILE COPY – Selective file copy. Works at up to 6 times normal speed.
- FORMATTER – 10 second format an entire disk or format any individual track or half track 0 to 41. Redefine any of 30 parameters to create or recreate unique disk formats.
- ERROR EDIT – Quickly find and recreate all read errors including extra and renumbered tracks or sectors and half tracks from 0 to 41. Even recreates data under errors and allows you to redefine any necessary parameters.

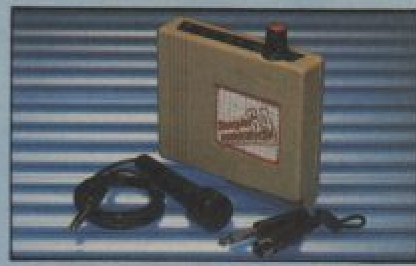
**ONLY £9.99**

## ROBOTEK 64

**Model & Robot Control made easy**

- Robotek 64 is a comprehensive hardware/software package which enables you to connect your 64/128 to the outside world.
- 4 output channels – each with onboard relay
- 4 input channels – each fully buffered TTL level sensing.
- Analogue input with full 8 bit conversion.
- Voice input for voice control.
- Software features:- test mode/analogue measurement/voice activate/digital readout etc.
- Excellent value! **ONLY £39.99**

including hardware/software/mic etc. (State tape or disk)



## DIGITAL SOUND SAMPLER

- The new sampler allows you to record any sound digitally into memory and then replay it with astounding effects.
- Playback forwards/backwards with echo/reverb/ring modulation etc.
- Now with full sound editing module to produce outstanding effects.
- Full 8 bit D to A and ADC conversion.
- MIDI compatible with suitable interface. (I.e. Datel unit for £29.99, see ad).
- Live effects menu includes real time display of waveforms.
- Line in/mic in/line out/feedback controls.
- Powerful sequencer with editing features.
- Load/save sample.
- Up to 8 samples in memory at one time.
- Tape or disk (please state).
- Complete software/hardware package **£49.99**
- Com-Drum software is available separately at **£9.99** to turn your Sampler II into a Com-Drum system as well as a sampling system.



## COM-DRUM

**Digital Drum System**

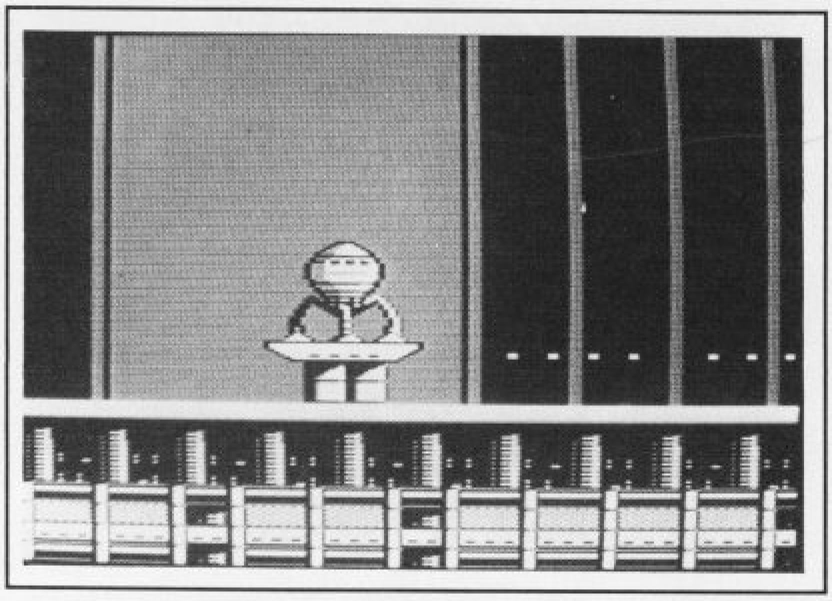
- Now you can turn your computer into a digital drum system.
- Hardware/software package.
- 8 digital drum sounds in memory at one time.
- Complete with 3 drum kits.
- Real drum sounds – not synthesised.
- Create superb drum rhythms with real and step time.
- Full editing.
- Menu driven.
- Output to hi-fi or through tv speaker.
- Load/save facilities.

**ONLY £29.99** (state tape or disk)

## COM-DRUM EDITOR

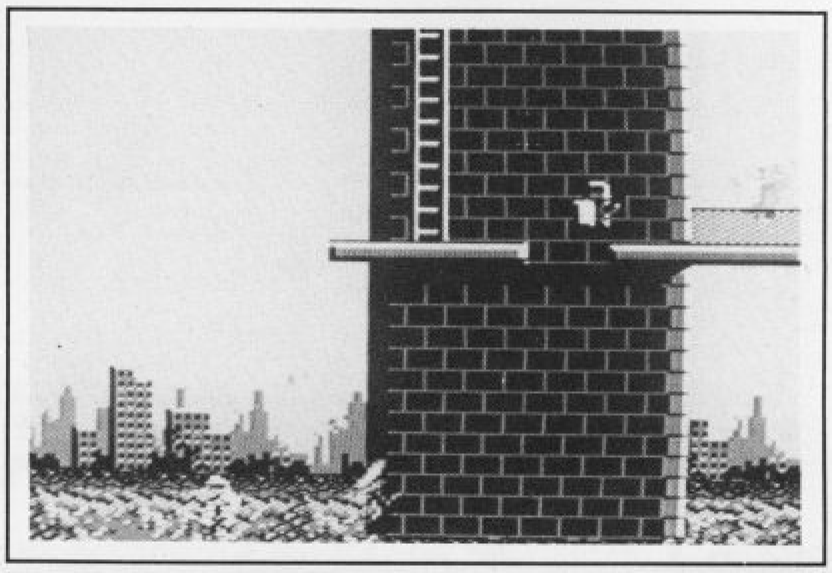
- 24 drum sounds supplied on disk to enable you to construct your own drum kit.
- Re-arrange sounds supplied with a Com-Drum to make new kits.
- With sound sampler hardware you can record your own kits.
- Load/save facilities.

**ONLY £4.99** disk only



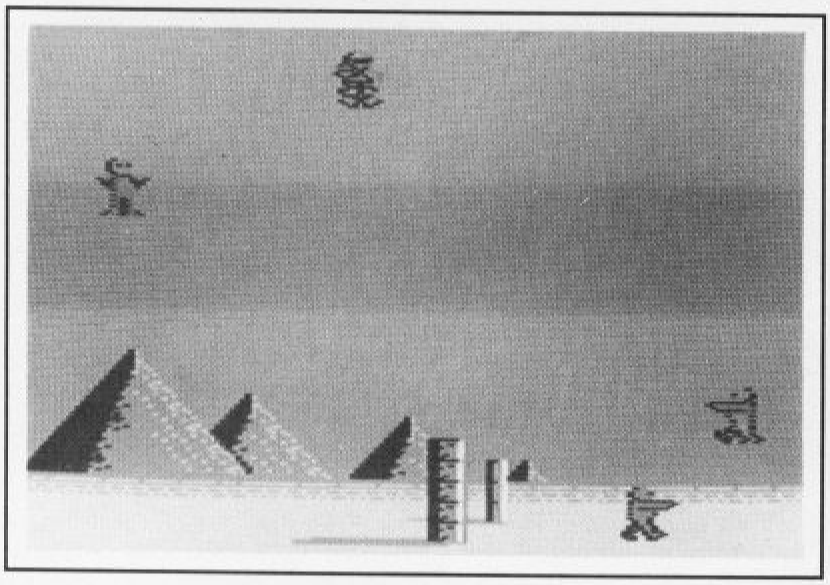
Falcon's wing — looks dated — like the game.

Post — apocalypse London, probably Tower Hamlets.



# FALCON

# THE RENEGADE LORD



Erm Egypt maybe?

## 64/128 VIRGIN GAMES Price: £8.95 /cass

You're Falcon, a Time Agent on the track of a renegade Time Lord who is screwing up history like there's no tomorrow. In fact, if he succeeds there won't be any, you won't be reading this review and you'll probably be a pool of protozoic slime or something. Possibly more exciting . . .

Your time machine is called Falcon's Wing, with a friendly on-board computer — CAIN — which mistakenly thinks it has a sense of humour. Its databanks contain vital information about past times zones and their inhabitants and historical objects. Accessing this data will tell you whether any artefact from one era has been plonked in another by the wicked renegade.

It's your mission to visit three disrupted time zones, locate the anachronistic object in each, kill off a few natives, and return the bits and bobs to their rightful times.

Well, it's by no means an original plot, but it has bags of potential and would make a pretty good adventure, not least because it's based on the Falcon multiple-choice adventure series by Smith and Thomson. The sort of books which involve more page-turning than a London telephone directory but transfer easily to computers.

Curiously, however, Virgin has opted for an altogether different approach, stringing together a lot of knackered arcade scenarios stuffed with archaic jetpack riders, bubbles and furry creatures. Aware that this just isn't going to cut much ice in 1987, the programmers have sadled the game with a time limit so unbelievably miniscule that it expires before you've even finished reading the on-screen instructions. Ten minutes is all you've got.

There are seven time zones in all, ranging from the distant past of Jurassic Earth to the Ringworld of AD3033. These are described by CAIN in feeble imitation of the Hitch-Hiker's Guide. Reading this is time-consuming and before you can say 'sod this for a game of soldiers', the clock has ticked away to zero and history has been destroyed by radiation or some such.

So, next time you play, skip all the jolly prose and simply scan the menus searching for irregularities, like a cloud of Radiation 9, from the 1997 post-holocaust world of London, suddenly appearing in the alien planet of Dyskra in 1241. Quickly switch to Timewarp mode and off you go, the screen juddering madly as the years flash past.

Exiting Falcon's Wing, which immediately blends in with the background, you materialise as a suspiciously-familiar jet-packing spaceman. The background scenery is quite pretty — pyramids and pillars for ancient Egypt, rubble and St Paul's for AP London, and so on — but there's no time for sight-seeing.

All sorts of meanies are floating around with obvious evil intent, but don't be too trigger-happy with your laser (or, as Virgin irritatingly insist on calling it, a 'lazer'), because some creatures will only start attacking after you've fired the first shot. Look out, too, for 'POW' and '?' symbols randomly appearing. The first giving you short-lived immunity, the second temporarily immobilising the enemy.

If you catch a glimpse of the renegade Time Lord himself, looking like a refugee from *Ghostbusters*, stay well clear; he can't be killed and only drains your energy.

Supposing you find the displaced artifact, pick it up with the space bar, and head back to your camouflaged time machine. Dying will get you there quicker, as you're automatically transported to it for resuscitation, but this is not a brilliant tactic as your meagre time allocation is promptly halved in punishment.

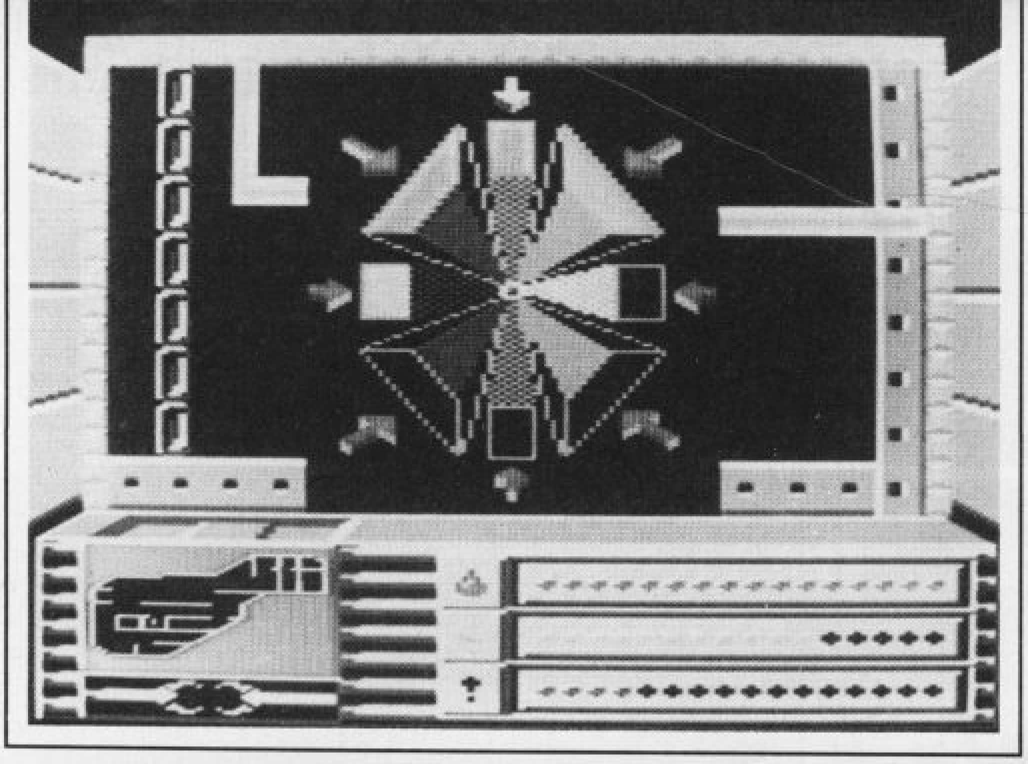
Once on board, warp back pronto to the time zone where the object originated, dump it, and then visit the next scene of the renegade's meddling. And time ticks away inexorably, as they say in the novels.

No, it's not easy, and I've never yet managed to recover more than one artifact. But neither is it much fun. The presentation of the hi-tech CAIN and the scenery graphics are quite slick, but sound effects are limited, and none of this is able to disguse the dated and tired arcade sequences.

**Bill Scolding**

Graphics 1 2 3 4 5 6 7 8 9 10
Sound 1 2 3 4 5 6 7 8 9 10
Toughness 1 2 3 4 5 6 7 8 9 10
Endurance 1 2 3 4 5 6 7 8 9 10
Value 1 2 3 4 5 6 7 8 9 10

**6 Overall**



◀ **Solve the puzzle to move through the locked door.**

# RASTERSCAN

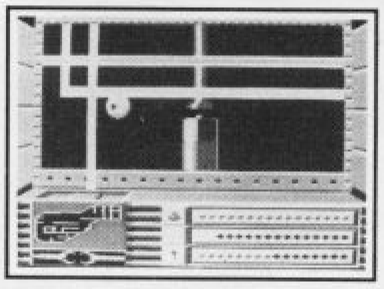
**64/128 • MASTETRONIC**
**Price: £1.99/cass**

*Rasterscan* must be the product of a weird and tormented mind, whose plan is to turn our minds into a similar mass of jelly. And for the bargain-basement price, thers's plenty of torment to the pound.

It's difficult to know how to describe this game and the blurb writers seem to have had similar trouble. They call it an adventure without text, which it isn't. It's a mightily weird strategy game that involves solving puzzles and trying to think logically.

The story goes like this. The Rasterscan is a broken down spaceship that's drifting helplessly towards a star and imminent destruction. The only functioning thing aboard is an MSB, a service robot that looks like a metallic beachball with eyes. You must take command of the MSB, repair the ship and steer it to safety.

Reading the blurb really is essential with this game. Without it, there's no hope. And even with it, there's not very much. The initial problem is that the MSB is running on its own battery power which will soon run out. So its first job is to fix the ship's generator. The generator runs off liquid fuel and it's conked out because there's a hole in the pipe.



▲ **You need to make the contact to power up.**

Next step is to fix the four engines. Then on to the bridge of the ship where the scanner is to be found. Switching this on will display a view of the ship and its surroundings. Finally, it's on to the control room to set about taking charge of the ship. According to the blurb "the game is complete when Rasterscan safely reaches the edge of the Scanner". There you have it, now to what the game is really like.

Your MSB floats around weightless inside a hollow craft that's full of nothing, except bare metal surfaces and differently coloured pipes. It's more than a bit spooky in there. The MSB spins and bounces around under joystick control. There are several recepticles dotted around the ship which the MSB can float into. Press the firebutton at this stage and something will or won't happen.

As you blunder around the ship, you'll see that some of the pipes have holes in them. It makes sense to try to repair them. Somewhere on the ship is a store from which you can get pipe pieces. Only pieces of the same colour will repair the pipe. Getting to the store is not easy because several routes are obstructed.

Entering a recepticle by one of the locked doors brings up a puzzle which you must solve before going through — and solve again when you leave. The puzzle involves setting a ring of differently coloured sectors to the same colour. This takes some brain-bashing, but you can take as long as you want — battery power is used only when you're controlling the MSB. By the way, you have to solve a puzzle once you're into it. There's no way of backing out. To add to the agony, each puzzle is solved differently.

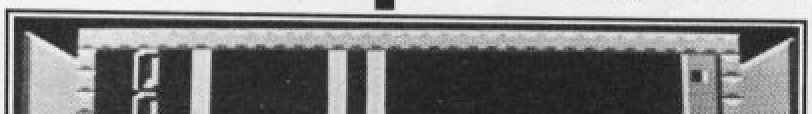
What's weird about the game is that you don't know what's happening most of the time. One of the puzzle locks opens an outside door that leads into deep space — you could wander about out there for ever. You can also wander round the outside of the ship. Not a good idea, since you may never find the entrance again.

Suitable music adds to the spooky atmosphere. So do the bare metallic and generally sparse graphics. I guess things will improve if and when I get to turn the scanner on.

The programmers have thoughtfully provided a save game option. But true to form, they conceal it as a recepticle at the top right of the ship. This function is particularly useful because solving this game is going to take quite some time.

*Rasterscan* is probably a very good game with lots of challenge and depth but it will only apeal to those who enjoy solving demon-like puzzles and who have a great deal of patience. For the price it's an absolute bargain.

**Bohdan Buciak**



▲ **Move MSB into a transporter and see what happens.**

| | |
|---|---|
| **Graphics** | 7 |
| **Sound** | 7 |
| **Toughness** | 9 |
| **Endurance** | 8 |
| **Value** | 9 |

**8 Overall**


JON RITMAN AND BERNIE DRUMMOND PRESENT DOUBLE TROUBLE...
HEAD OVER HEELS
MASTER GAME
"What a tremendous game! The graphics are superbly designed, the characters perfectly animated, the gameplay so addictive you'll never want to switch off. There is plenty of variety and an abundance of humour. Head Over Heels is set to become a classic."
AMTIX! Accolade
"Beautifully-defined characters that glide around the screen without a glitch. Should grace the shelves of every PC owner."
Hi! My name's Mr. Head. Some say I'm the one with the brains but I don't think my flat footed friend would agree. I'm a real sharp shooter, but without my pal Mr. Heels I'd get nowhere fast . . . or slow! I can jump like a flea and even glide but Heels is the Daley Thompson of the two of us – he's FAST! Together, if we can find each other, we really do make an awesome twosome, and that's the only way we can overcome the emperor Blacktooth. The last time we entered Castle Blacktooth we found the crowns of THREE of the supressed Kingdoms but by that time I'd run out of doughnut ammunition and my buddy was lost somewhere in the Safari world – it was the closest we had come to defeating that rapscallion – we were jumping for joy, splitting out sides, dying with laughter . . . we were Head over Heels!
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# WORLD GAMES

C.U. Screen Star

**64**
**US Gold**
**Price: £24.99**

As a rule I don't like conversions up from inferior machines, but as with all rules, however, there are exceptions, and the game I am about to review is one of them. Originally written for the Commodore 64, World Games has only recently become available for the Amiga, although the Atari ST version has been available for some months. Programmed in America by Epyx, a company with a deservedly good reputation, U.S. Gold have decided to take the plunge and import the game although the price £24.99 suggests that they are just testing the market.

One of my 64 favourites, before the machine got relegated to the cupboard was the original *Summer Games* and *Summer Games II* series, so when World Games became available on the Amiga you can imagine my reaction. I had read reviews of the 64 version saying it was excellent, but could the Amiga version really be any better?

After three hours of constant play, with blisters forming on both my hands and the answering machine screaming for attention the answer is a resounding YES!

As the game's name would suggest, it is set in eight countries around the world, with each place visited providing one totally unique and varied event, all of which combine to create a task of mammoth proportions.

The first event is *Weightlifting*. Set in Russia, and introduced with a suitably morose theme tune, the test takes two stages; first the snatch, and then the clean and jerk. Both events require accurate joystick movements and intense concentration. The animation for this event sets the standard for the rest of the game; huge, excellently drawn characters, wonderfully smooth movement, and realistic backgrounds. To start with the event seems impossible, but if you watch your man carefully, you can see him breathe, and this is the key to success.

When you manage to complete the weightlifting, you are confronted with Germany's game *Barrel Jumping*. Again there is an applicable theme tune, and as with all the events, speed of joystick movement does not necessarily win the day. You can vary the amount of barrels you jump, but even after twenty or thirty practices I could still not jump more than 12!

*Summer Games* fans will feel right at home with the next event, cliff diving from Acapulco, although even watching it on a computer screen was enough to scare me, let alone the thought of actually hurling

Log Rolling with the lumberjacks.





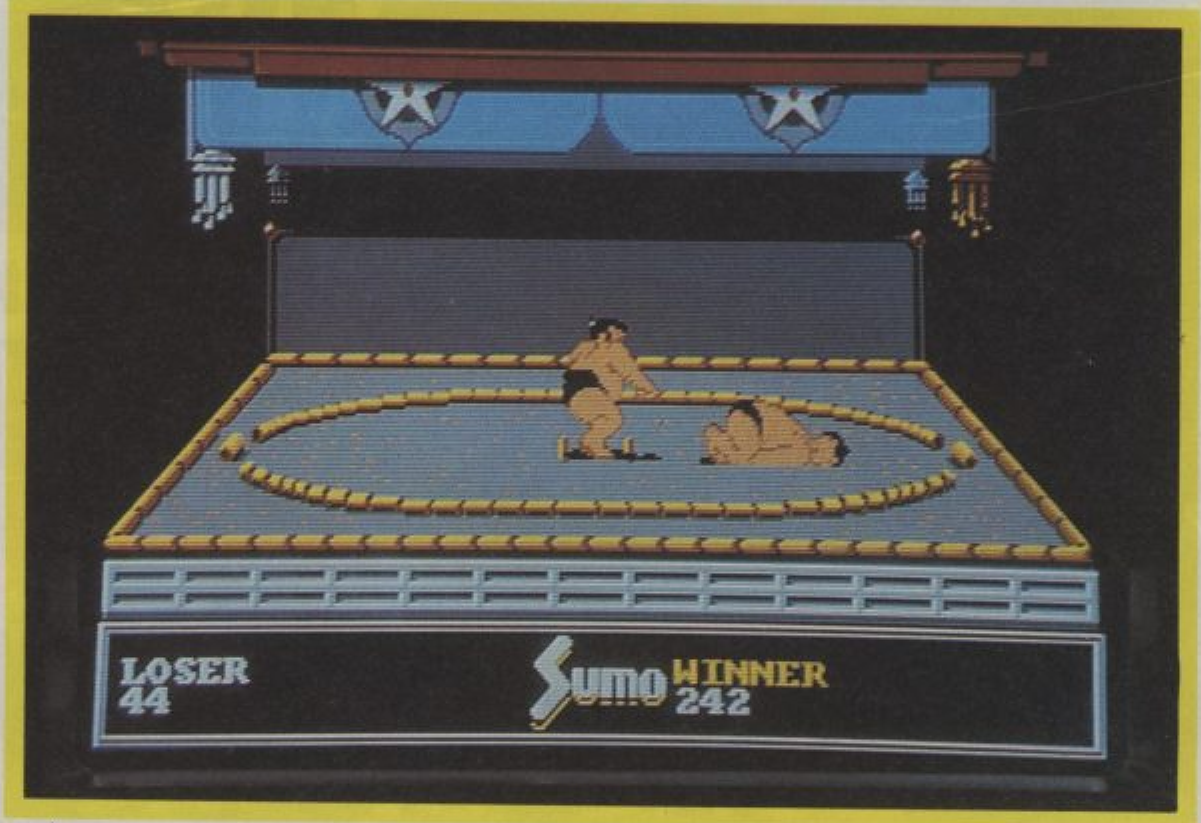


Barrel jumping, er flopping.

myself over the edge of a cliff. As with the original diving event from Summer Games, the object is to land smoothly, the main difference being that in this case your dive is given approval by a Pelican sitting on a rock nearby.

Barely patched up from your cliff diving antics, it's straight off to France to try your hand at slalom skiing, complete with everything except the almost synonamous sounds of the ski Sunday tune and David Vine's dulcet tones.

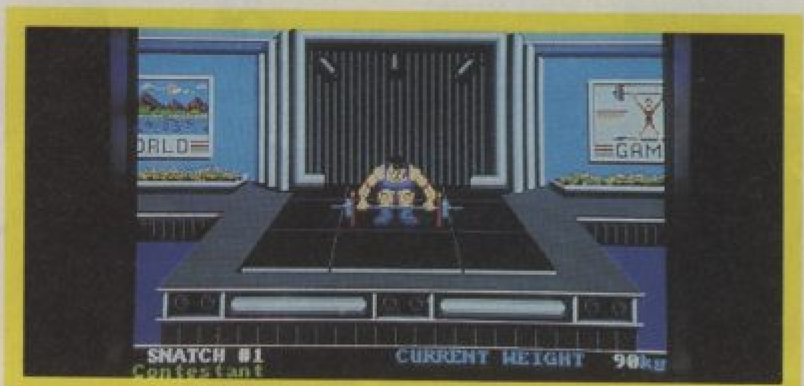
Completing the first half of your world tour is *log rolling* in Canada. Although it looks simple, this is in fact one of the most fiendish of the eight events, and requires not only instant reactions, but a tactical mind. You take on the role of a lumberjack and must try and force your opponent to fall off the log by rolling it back and forth. Unfortunately the computer opponent is rather good at this and seemingly had no trouble disposing of even the most experienced jock. Believe it or not, this takes place to the merry Monty Python Lumberjack song, although there are no signs of either buttered scones or women's clothing.




Sumo Wrestling — the high point of World Games.

C.U. Screen Star

Perhaps the two most disappointing events, at least in terms of playability, come next; *Bull Riding* from America, and *Caber Tossing* from Scotland. Both events seem to have been programmed with a great deal less care than the others, to the degree than there is visible screen flicker as the caber is tossed. Criticisms apart, the music for the caber section is wonderful, with the Amiga's stereo sound used to full effect.




Surprisingly, Epyx have saved the best until last. If you are not already knackered, you are flown to Japan to take part in a gruelling duel against some of the fattest and strongest men in the world, Sumo wrestlers. To be totally honest, this event really puts all the others in the shade. The animation, sound and playability are all superb, and if I were a little more fickle I would have been a little surprised that U.S. Gold did not launch it as a fullprice game on its own (*Don't give themany ideas! Ed*)! With a total of ten different attacking and defensive moves, one bout can last anywhere from three seconds to five minutes, depending on how good your opponent is.

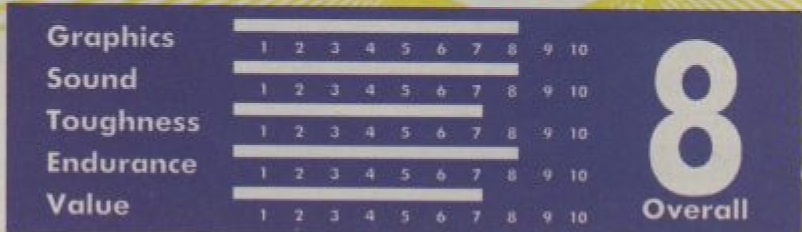
All the way through the game you play one character, whose name and country you input at the beginning. At the end the computer gives you a tally of your results, and if you have broken any records, it stores them on disk for posterity.

*World Games* is really eight separate games on one disk. Some of them are good and some of them are less good, but without exception they are all fun. There are only a handful of really great games so far for the Amiga, and all of those were written specifically for it. *World Games* is a conversion, but it is an excellent one, and a game that will provide a great deal of fun months after the latest all singing, all dancing shoot 'em up has been given to Oxfam.

**Francis Jago**

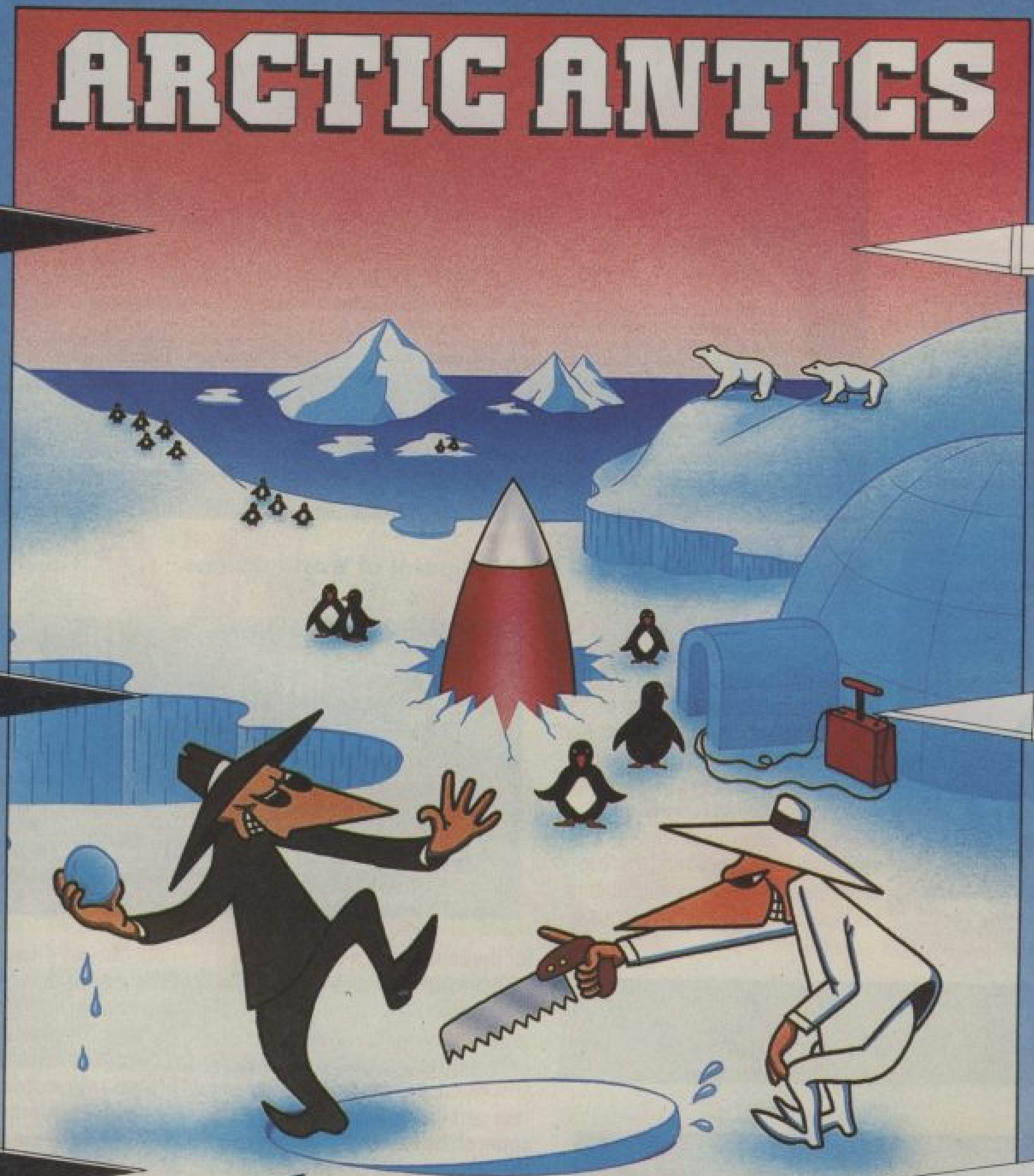



Take the strain with the weightlifting.



# SPY vs SPY™

# ARCTIC ANTICS

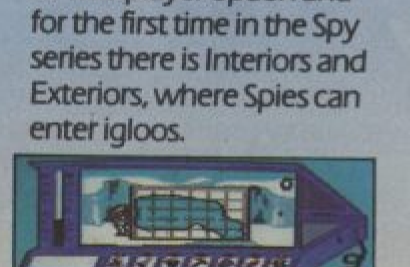




Spy Vs Spy the Arctic Antics takes place in the wintry conditions of the Arctic complete with igloos, polar bears, penguins, snow blizzards and other natural hazards. Your mission is to find a space helmet, navigation chart, uranium cube and the "master carrier". Once you have recovered all these items you can enter your rocket and head for outerspace.

**GAME ELEMENTS**
Booby trapped ice, snowball fights, water buckets, snow shoes, saws, TNT, ice slicks, drifting snow, deadly icicles.

**PROGRAM FEATURES**
Full scrolling screens, Real Time Animation, Simulvision – both players active at the same time. Booby trap construction, Joystick or keyboard One or Two player option and for the first time in the Spy series there is Interiors and Exteriors, where Spies can enter igloos.

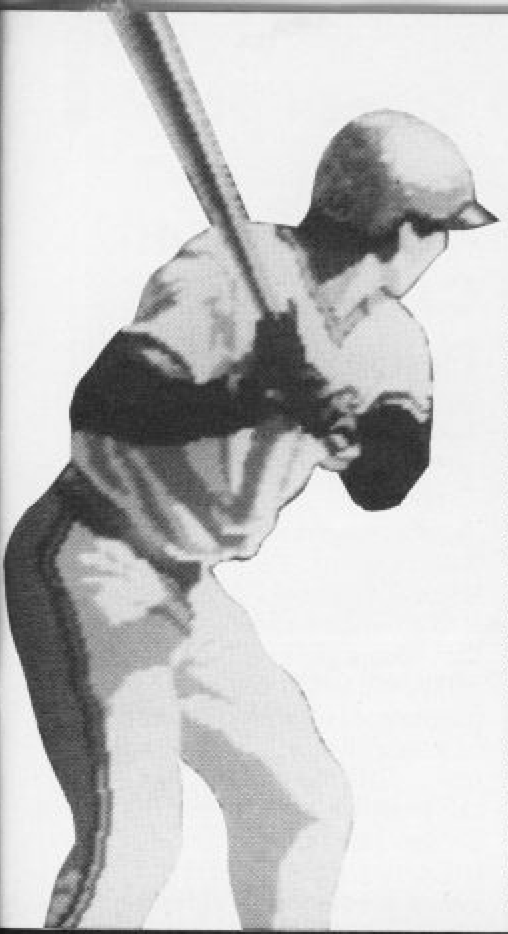


**Available for Commodore 64/128, Atari 400/800/XL/XE48K ram**
**cassette 9.95 disk 14.95**

Available from all good computer stores or post free from:
Databyte, 15 Wolsey Mews, London NW5 2DX Telephone 01-482 1755

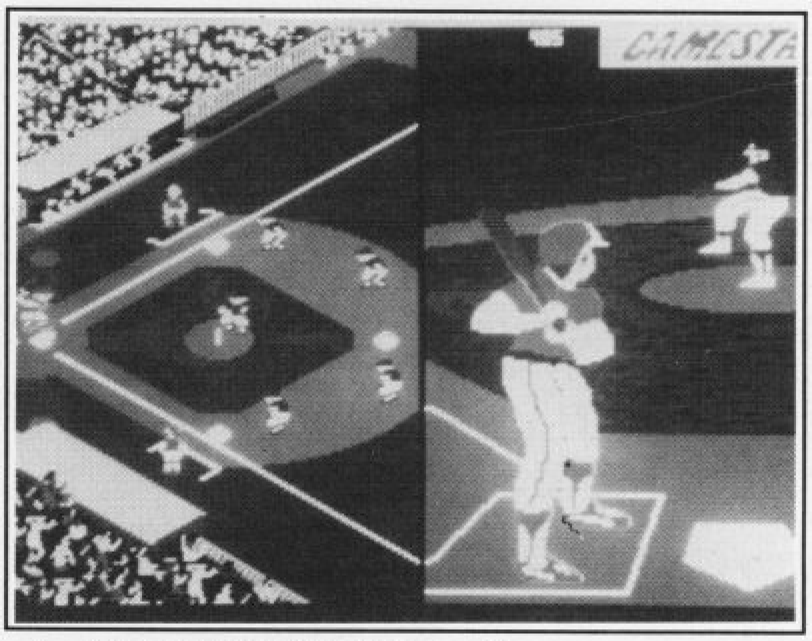
# DATABYTE

# CHAMPIONSHIP BASEBALL

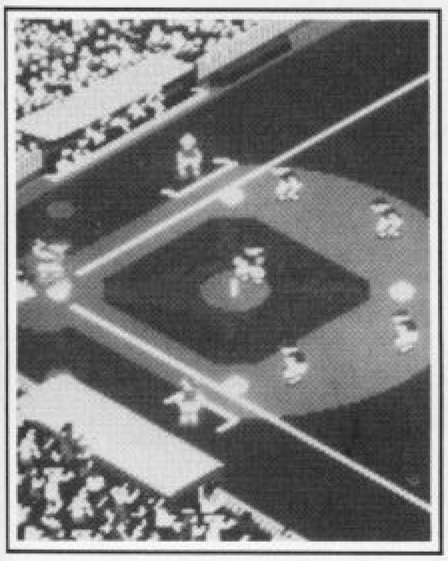


With the recent passion that the British have developed for American pastimes, it seemed only a matter of time before software houses, particularly the larger American ones, saw the opportunity to make money producing computer simulations of these games. The first of these to catch on was, not surprisingly, American Football, but with the advent of Channel 4's new series on baseball, Activision have decided to release the first Amiga simulation of this bat 'n' ball game, obviously hoping it will catch on.

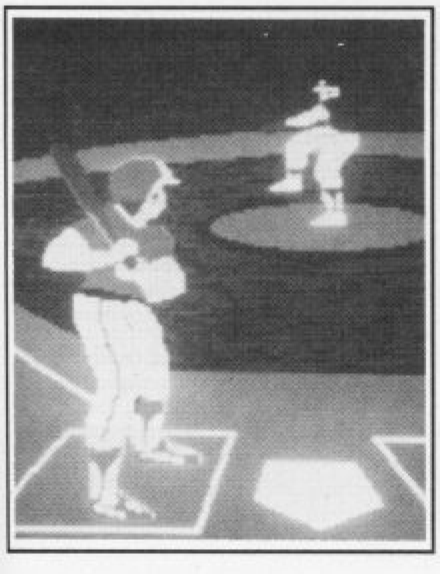
Produced by one of their subsidiaries, Gamestar, it was programmed and reviewed last month for the 64, although it has been substantially changed to make the most of the Amiga's graphics and sound capabilities. The company responsible for the conversion, Dynamix, are the same company who produced *Arctic Fox* for Electronic Arts.



**Split screen effect acts as a close-up.**



**Amiga**
**Activision**
**Price: £24.99**



As with most of the recent crop of quality Amiga games, the first thing you are greeted by once the game has started to load is an excellent loading screen. People accustomed to Commodore 64s would be stunned by the colours and resolution. Unlike some other loading screens this picture is actually hand drawn (as opposed to digitised).

Once the game has loaded you have two choices; play a game, or practice. Initially, practice is very necessary, since for the first ten minutes or so, it seems physically impossible to swing the bat straight, let alone hit one of the 100 mph pitches! Once you have perfected the art of nearly hitting the ball, you must then take on the most difficult and complicated part of the game — the rules.

For anyone who finds American Football anything but a doddle to understand, baseball will be a nightmare. In my youth I always believed that baseball was nothing more than glorified rounders, ie a bit of a girlie game, and certainly greatly inferior to cricket, but having read the manual that accompanies this game I can at last understand why Marilyn Monroe married Joe Di Maggio — he must have been a genius! IF you think this is exaggerating, just listen to this quote from the intro:

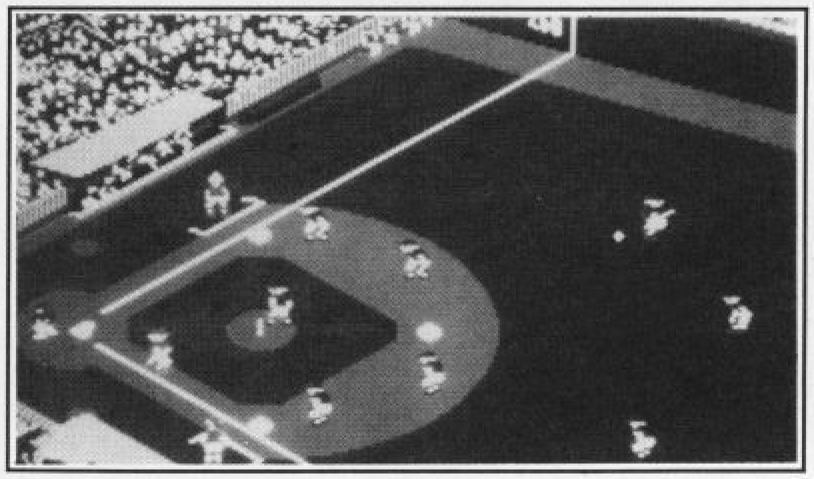
"You're one run down in the bottom of the ninth, two on, two out. Your clean-up hitter steps in at the plate . . . but as the pitcher uncorks the first high hard one, it's white knuckle time."

What are they talking about?

Anyway, back to the game. Your first task in the role of manager/player is to pick your team and establish a batting line-up, remembering of course not to have your weakest hitter batting clean-up (of course, who could forget that?!?!). Once this is established you can get down to the nitty gritty of slugging a small white piece of leather all over the ground.

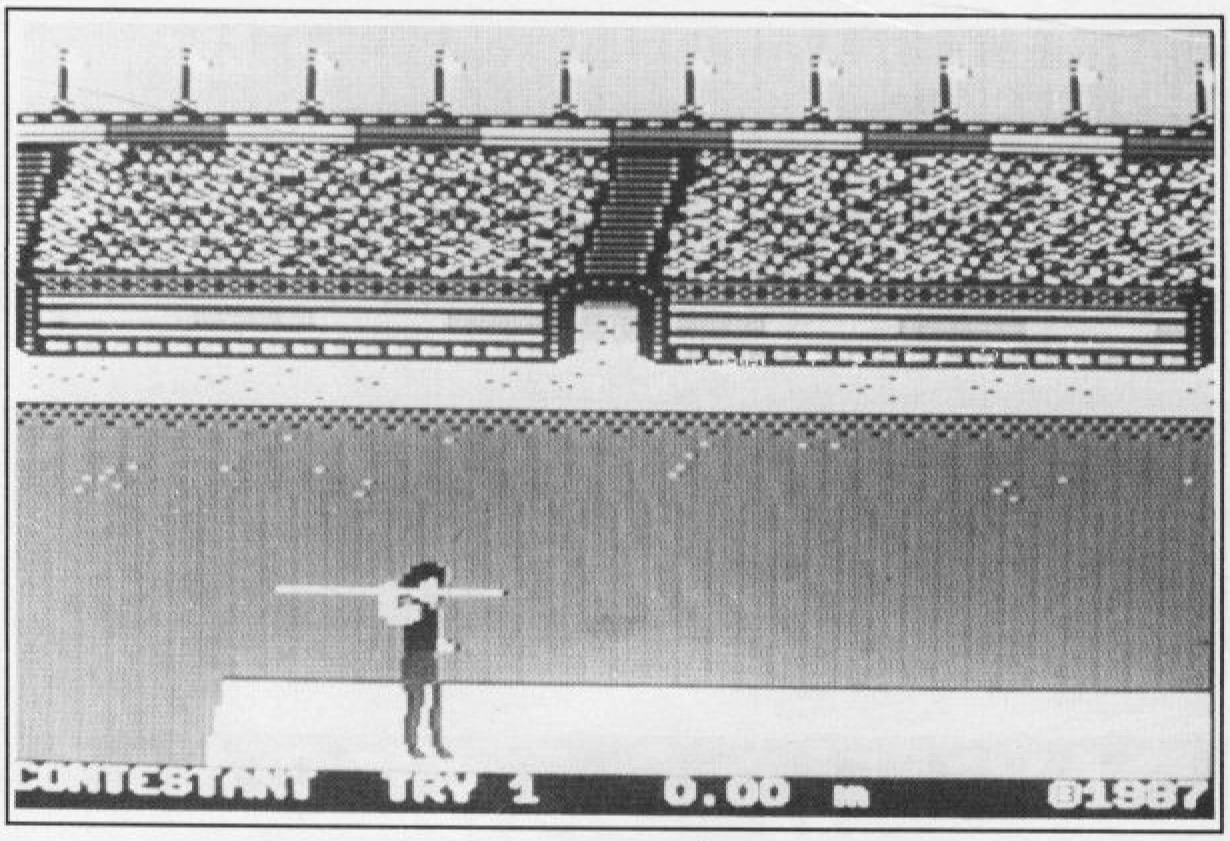
Playing against the computer you will soon encounter one small problem. Not only is he a bloody good pitcher, his fielders never fumble. It becomes usual, therefore, that the first two innings provide very little in the way of encouragement. As you step up to bat, about innings three, generally losing by a substantial margin, lo and behold you hit one! Racing round the bases, you find out how easy the game really is and slide into base three. The crowd meanwhile are going ape. Using sampled sounds, the game's authors have managed to obtain some excellent 'crowd going wild' noises, and soon the tension starts to involve even the most uninterested competitor.

Graphically this game is excellent. They may not quite be up to the standard of some games written especially for the Amiga, but the split screen, with one half showing a full-size player and the other representing the field, is well depicted and well animated. These graphics, coupled with excellent sounds and a game which takes hours to perfect means that, unlike some Amiga games, *Championship Baseball* should have lasting appeal.



**The diamond shape pitch.**

| Rating | Score (1–10) |
|---|---|
| Graphics | 7 |
| Sound | 7 |
| Toughness | 8 |
| Endurance | 7 |
| Value | 7 |
| **Overall** | **7** |




Lean back and lob that javelin.

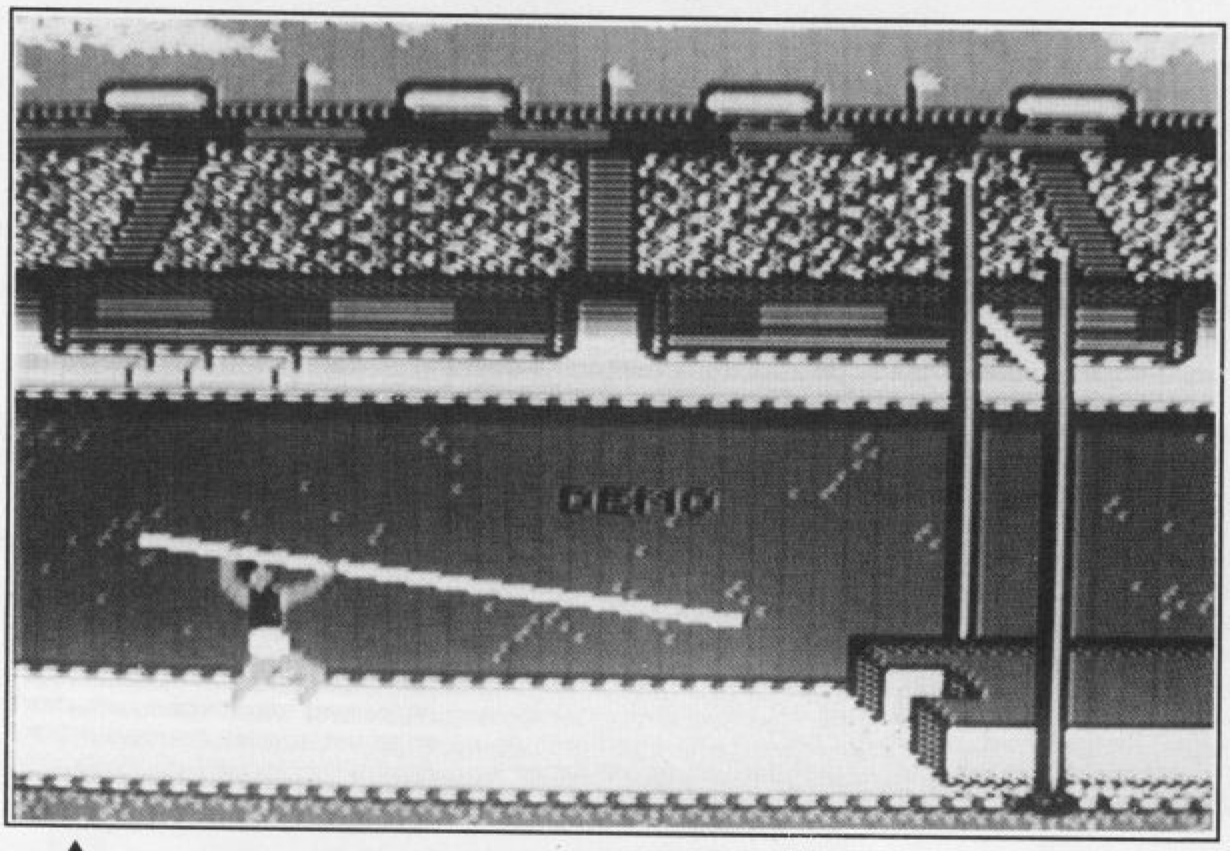
## ● Anco/Kingsoft C16/Plus 4 Price: £8.95/cass

Stand up Udo Gertz. Face the camera, and take a bow. Enormous slaps on the back are to be given to the undisputed king of C16 games for creating what surely must be the best 'little' Commodore game yet.

They told Udo to stop when he'd programmed six events: "Leave it — let's launch it now . . . get it on sale now . . . let's make money." But Udo would have none of this. The German-based programmer who brought you *Paperboy, Winter Events,* and many other top selling 16 games had a compelling ambition. It was to produce a sports sim so good on the 16 that it would make the Epyx fan club stand up and take notice. In all honesty I have to say that Udo has achieved his ambition.

If more programmers would stick to their guns and insist on working on their games until *they* wanted them to be launched — we gamers would get much better quality products for our hard-earned!

# Summe



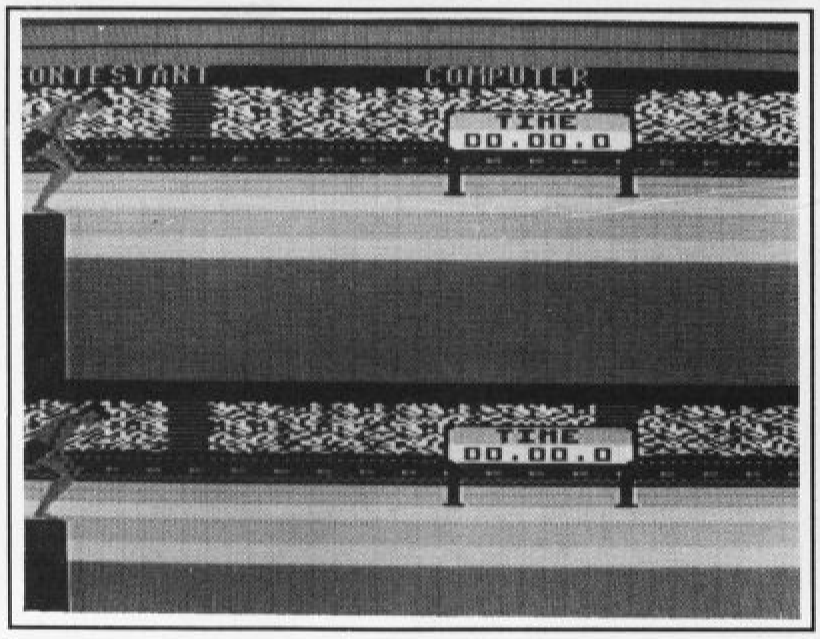
The pole vault will send you flying through the air.

In Udo's case it was an extra two events that were the sticking point. Anco would have been happy to launch the game with six events — Udo wanted you to have eight for your money, and eight is what you are going to get.

I don't want to be too hard on Anco and Kingsoft though. They are just as proud of the finished game as Udo must be.

At the recent Commodore Show Kingsoft's boss stabbed a finger at the Skeet Shoot event "See that . . . the game fills the whole screen . . . he's tricked the machine into forgetting about its legal border". This is the voice of a man who is proud of his company's game — not one who is thinking how much more he could have made out of it had it been launched at the height of the C16 boom.

It's a multi-load. It had to be really — but no matter, each and every




Swimming features the best animation of all the games.




The Skeet Shoot requires speed and accuracy. . .

event is well worth the wait.

The **Skeet Shoot** is a marvellous achievement. the play area fills the whole screen — like watching TV. Your cross hairs have a floating momentum of their own — so you have to compensate for the movement of the sights by pitching it slightly above or below the targets. Take out as many of the 'skeets' as possible — so speed as well as accuracy is what is being tested here. One of the best events.

**Pole Vault:** is also impressive. The animation of your athlete as he approaches the bar is nice and smooth. You are looking for rhythm here — rather than sheer madness yanking the joystick.

**Weight Lifting** challenges you to grab and then snatch the weight up — just like the real thing. The trick here is to pull the joystick back at just the right moment. It's timing that makes for success in this event.

**Swimming** is certainly the best animated event in Summer Events. Its quality definitely surpasses some of the lesser sports sims that have been produced for the 64. When your swimmer reaches the end of the pool he touches the side, turns, and then swivels back into the butterfly — just like Duncan Goodhew would. The graphics impress on this event as well — the swimmer's skin is darker under water than it is above. Playwise this event is also one of the better ones — you have to get the rhythm of the swim, making sure the swimmer rises above the surface to take in air before punging back down and making his stroke. Excellent.

**Kayaking** challenges you to manoeuvre your canoe in and out of the obstacles against the clock. Again getting the rhythm right is more important than shaking the guts out of your joystick. I like this — it makes the the game a lot more challenging. After all any idiot can yank his joystick back and forth.

**Javelin** is an event where you have to build up strength before you throw. I found this to be one of the more difficult events. The thrower has a tendency to release the javelin before you really want. It flies through the air nicely though, smooth scrolling, accurate trajectory. Again, every bit as good as javelin throwing on the 64 sports simulations.

Cycling offers equally impressive graphics and animation. Turn your joystick through 360° to turn the wheels of the bike — as quickly as you can.

High Diving is your chance to fall like a swallow into the water — controlling your character with your joystick to make a perfect entry. C16'ers looked on enviously as 64 owners played a similar event in Epyx World games. Well now they need be envious no longer.

Nothing has been skimped on *Summer Events.* The game includes an option to choose the country of your choice, and an opening ceremony in which an athlete runs on the lights the Olympic flame.



Up to four players can practice or compete in *Summer Events.* Anco claims that this will set new standards in C16 gaming. I disagree — Udo Gertz is probably the only person in the world who can program the 16 this well and this, regretably, is his last game on this machine. All the more reason why you should rush out and buy it — now.

**Eugene Lacey**

# r Events

**A great game like Summer Events deserves to be commemorated with a super CU compo.**

**We persuaded Anco to put up twenty copies of the game and twenty British Olympic running vests to the readers who can answer the following questions about famous athletes.**

**(1) What American athlete upset Hitler by beating all the German athletes at the 1936 Olympics in Berlin?**

..............................................

**(2) Where will the next Olympic Games be held?**

..............................................

**(3) What well known Summer sports event will be added to the Olympics next year? (Clue — many of its leading exponents are more foul-mouthed than Mike Pattenden)**

..............................................



**Entries must reach us no later than July 26. Send to Summer Events Compo, Commodore User, Priory Court, London, EC1R 3AU.**

**Name**..............................................

**Address**..............................................

..............................................

| | |
|---|---|
| Graphics | 1 2 3 4 5 6 7 8 9 10 |
| Sound | 1 2 3 4 5 6 7 8 9 10 |
| Toughness | 1 2 3 4 5 6 7 8 9 10 |
| Endurance | 1 2 3 4 5 6 7 8 9 10 |
| Value | 1 2 3 4 5 6 7 8 9 10 |

**9**
**Overall**

# down by arcades the sea

*C.U. presents an exclusive summer guide to arcade action around the coast*

Yes, it's that time of year again, when you pack up your *Kiss-Me-Quick* hat and rubber ring and head off to the sun, sand and sea for your annual summer hols. And no doubt some of you will be happy lying on the beach eating 99's and reading the *Oink* summer special. But what if it rains? Perhaps you discover that you're allergic to seasalt? Or maybe you just can't bear to be parted from your fave shoot-'em-up even for two weeks.

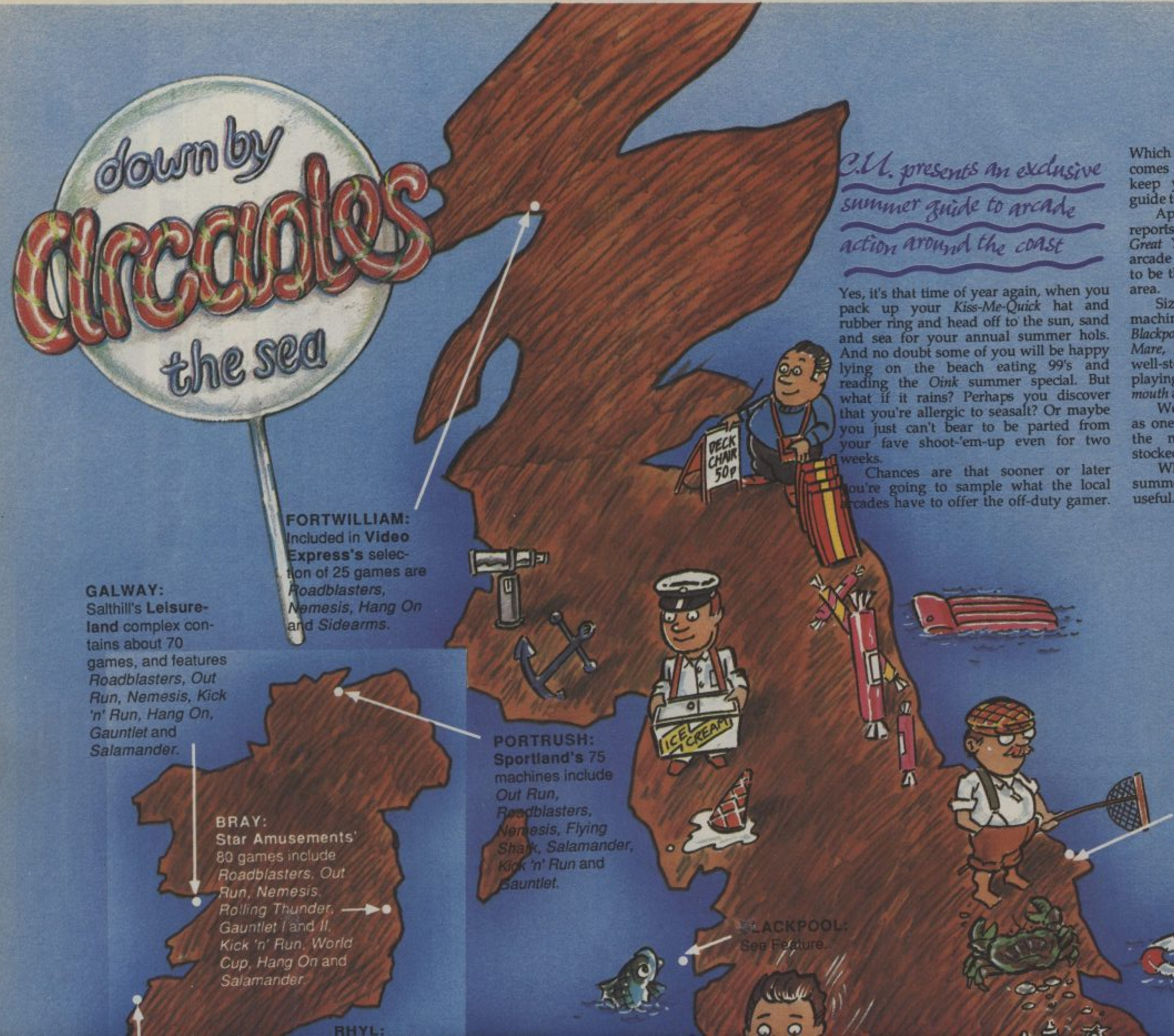
Chances are that sooner or later you're going to sample what the local arcades have to offer the off-duty gamer. Which is where your ever-lovin' *CU* comes in. In our ceaseless endeavours to keep you amused, we've compiled a guide to seaside arcades in these Isles.

Apart from our three in-depth reports - on *Blackpool*, *Brighton* and *Great Yarmouth* - we've picked a single arcade in each resort which seems to us to be the best arcade games venue in the area.

Sizes of arcades and numbers of machines vary widely from resorts like *Blackpool*, *Douglas* and *Weston-Super-Mare*, whose arcades are enormous and well-stocked, to the much smaller game-playing facilities of *Eastbourne*, *Weymouth* and *Fortwilliam*.

We've graded the arcades covered as one- two- or three-star, depending on the number and variety of games stocked.

Wherever you find yourself this summer, we hope you find this guide useful. Happy Gaming!




**FORTWILLIAM:** Included in **Video Express's** selection of 25 games are *Roadblasters*, *Nemesis*, *Hang On* and *Sidearms*.

**GALWAY:** Salthill's **Leisureland** complex contains about 70 games, and features *Roadblasters*, *Out Run*, *Nemesis*, *Kick 'n' Run*, *Hang On*, *Gauntlet* and *Salamander*.

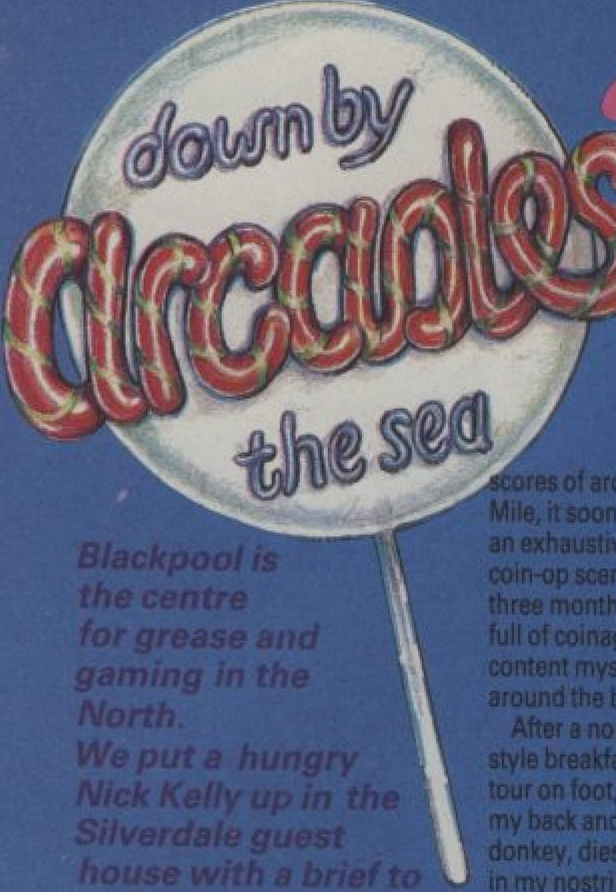
**PORTRUSH:** **Sportland's** 75 machines include *Out Run*, *Roadblasters*, *Nemesis*, *Flying Shark*, *Salamander*, *Kick 'n' Run* and *Gauntlet*.

**BRAY:** **Star Amusements'** 80 games include *Roadblasters*, *Out Run*, *Nemesis*, *Rolling Thunder*, *Gauntlet I* and *II*, *Kick 'n' Run*, *World Cup*, *Hang On* and *Salamander*.

**SCARBOROUGH:** The biggest arcade is **Gilly's Amusements** whose 100 games include the likes of *Roadblasters*, *Super Hang On*, *WEC Le Mans*, *Out Run*, *Gauntlet II*, *Kick 'n' Run*, *Rolling Thunder* and *Salamander*.

**BLACKPOOL:** See Feature.


**BALLYBUNION:** Among the 60 games to be found in the Main Street's five arcades you'll see *Out Run, Rastan Saga, Nemesis, Gauntlet I* and *II, Flying Shark* and *World Cup.*
**RHYL:** Biggest arcade is **Williams** with 100 machines or so: look out for *Out Run, Roadblasters, Gauntlet I* and *II, Hang On, Salamander* and *World Cup* here.
**ABERYSTWYTH:** The **Royal Pier Arcade's** 40 odd games machines include *Super Hang On, Roadblasters, Out Run, Rolling Thunder* and *Gauntlet.*
**TENBY:** Local pleasure-dome is **Arcadia,** whose 30 machines include *Road-blasters, Out Run, Nemesis, Salamander, World Cup* and *Gauntlet.*
**BARRY ISLAND:** Best bet for gamers is **Caesar's Palace**, with about 40 games including *Roadblasters, Out Run, Nemesis, Gauntlet* and *Hang On.*
**WESTON-SUPER-MARE:** The enormous **Grand Pier** com-plex numbers amongst its 230 games, machines like *Super Hang On, Nemesis, Salamander* and *Gauntlet.*
**GREAT YARMOUTH:** See Feature.
**ILFRACOMBE:** Biggest arcade is **Sunspot/Showboat** with about 30 games including *Out Run, Roadblasters, Kick 'n' Run, Gauntlet* and *Hang On.*
**TORQUAY:** *Out Run, Flying Shark, Kick 'n' Run, Nemesis, Gryzor* and *World Cup* are the star attractions at the 50-machine **Arcadia** centre.
**PAIGNTON:** With a whopping 120 games machines, the **Leisure 2000** complex is the biggest arcade in this area
**WEYMOUTH:** With a total of 25 games, **Shades** features *Nemesis, Gauntlet, Gauntlet II* and the ever popu-lar *Bubble Bobble.*
**BOURNEMOUTH:** Visitors to the 50-game **Boscom Pier** arcade will find coin-ops like *Out Run, Hang On, Nemesis, Rolling Thunder, Gryzor, Karnov* and *Combat School.*
**SHANKLIN:** Biggest arcade on the Island is **Summer Arcade** with 100 coin-ops, including *Super Hang On, Out Run, Nemesis, Gauntlet I* and *II, Kick 'n' Run, Bionic Commando* and *World Cup.*
**BRIGHTON:** See Feature.
**EASTBOURNE:** Gamers should check out **The Malt House** - 15 games including *Out Run,* both *Gauntlet* and *Gauntlet II, Nemesis* and *Gryzor.*




# GREASY BLAC

*Blackpool is the centre for grease and gaming in the North. We put a hungry Nick Kelly up in the Silverdale guest house with a brief to build himself up and check out a few arcades . . .*

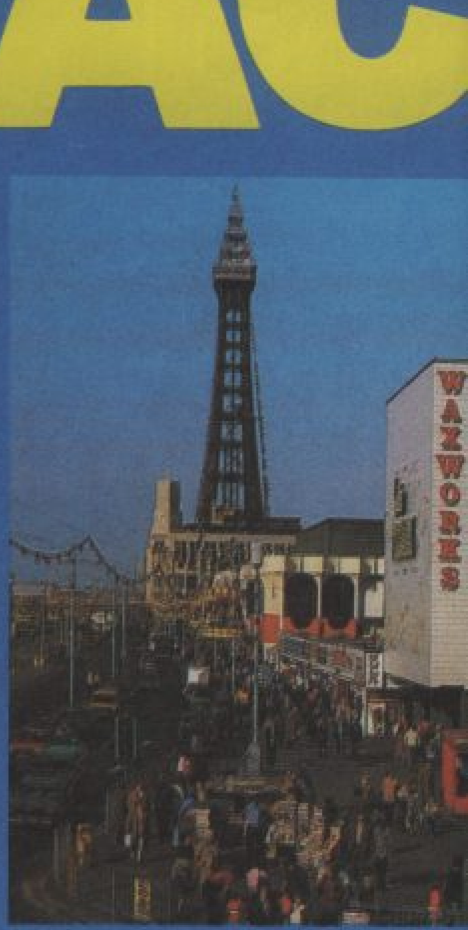
If you happen to be spending your annual two week's break in Sunny Blackpool, you certainly won't pine away for want of either cholestrol or coin-ops. After a tram-ride along this traditional Northern holiday spot's famous Promenade, the casual visitor could be forgiven for thinking that the only two businesses carried on in Lancashire's answer to Las Vegas are those of chippie and arcade owner. It's easy to see how the city attracts coin-op fans from all over England and Scotland. Even when the famous Blackpool lights aren't blazing this is still very much the Northwest's Neon City.

With three piers and literally scores of arcades lining the Golden Mile, it soon became clear to me that an exhaustive study of the Blackpool coin-op scene would take about three months and a wheelbarrow full of coinage, so I decided to content myself with a brief roam around the better ones.

After a nourishing Edwina Currie-style breakfast, I set out upon my tour on foot, a brisk sea-breeze at my back and the heady scent of donkey, diesel and freshly-fried food in my nostrils.

My first port of call was the **North Pier** a carpeted and well-maintained arcade with a bingo counter running down one side, well-supplied with glossy, expensive "climb-into-em's". *Out Run, Hang On* and that slightly-dated-but-still-very-popular *Space Harrier* game were all there, as was a sit down (but not deluxe) *WEC Le Mans,* and a sit-down *Nemesis.* But when it came to the upright cabinets the selection was poor-ish and, with *Rolling Thunder* a breathtaking 30p a play, pricey.

Next on my list was **Coral Island** a large "theme" arcade with various rides and other attractions for younger (i.e. under six years of age) folk jostling with the coin-ops for position. Despite first appearances, this is one of the favourite arcades for visiting gamers. It's not too difficult to see why, either: with the deluxe version of *Roadblasters* costing just 20p and *Hang On* just 30p a play, this was the cheapest place to play the fancy new games. The overall selection of games is very good and features *Flying Shark, Lock On, Salamander* and *Kick 'n' Run.* And **Coral Island** was also the only place that I saw that wonderfully ridiculous Rock 'n' Roll beat-em-up which rejoices in the name of *Rock 'n' Rage.*

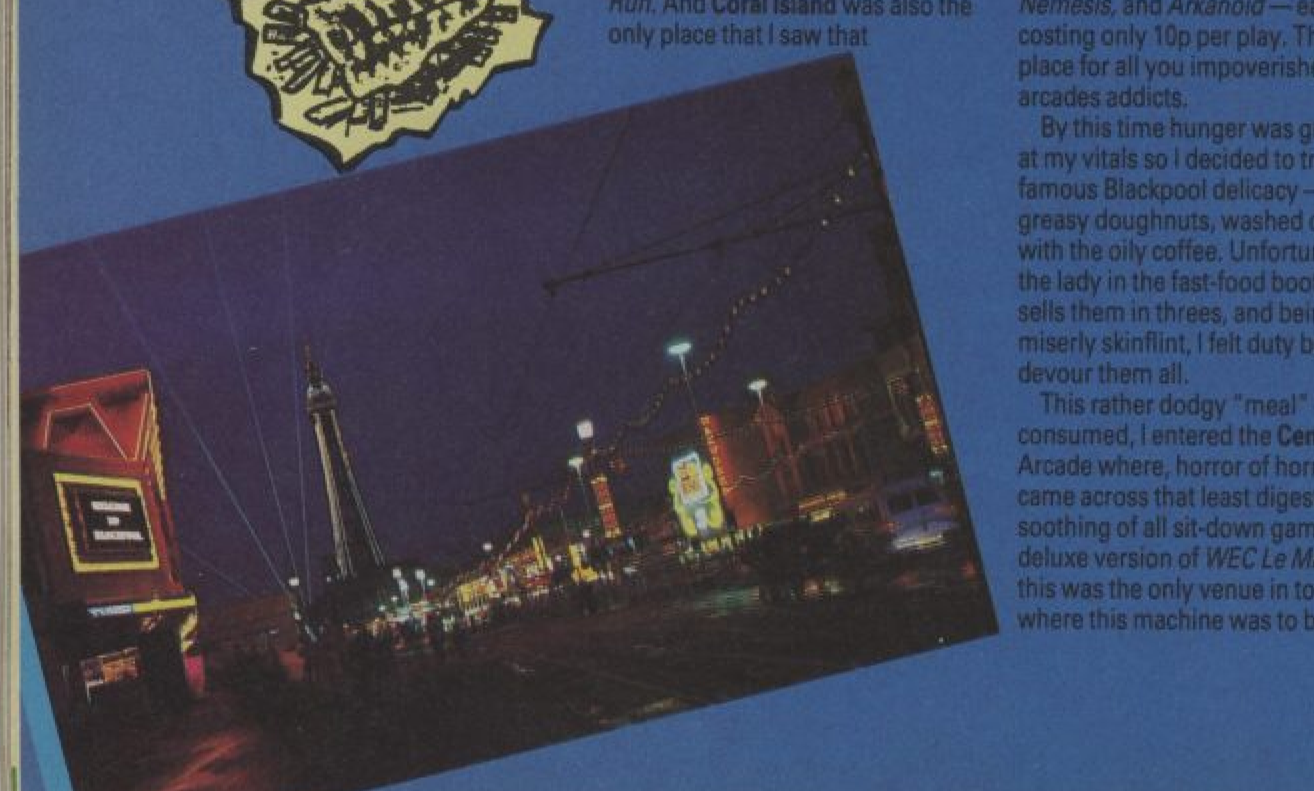


Next door stands **Mr B's** an enormous, slightly scruffy-looking arcade which contains over one hundered games on two floors. As with almost every other arcade hereabouts, you'll find the statutory *Out Run* and *Roadblasters,* and in addition there are also some other pretty recent games like *Danger Zone, 720°* and the select-your-own-game *Play Choice 10* system. But there are also plenty of fairly antiquated games, and the sheer size of the place, and the fact that the coin-ops are dispersed among fruit machines, bingo counters and even dodgem cars, makes **Mr B's** something of a trial.

A little further along the Promenade you encounter the innocuously-named **Funland.** But don't be fooled by its somewhat cramped-looking arcade-games area — this is, for my money, the arcade-with-the-mostest in Blackpool. Here you'll find perhaps the most up-to-date selection of Upright cabinet games in town, including *Flying Shark, Kick 'n' Run, Salamander, Soldier of Light, Nemesis,* and *Arkanoid* — each one costing only 10p per play. This is the place for all you impoverished arcades addicts.







By this time hunger was gnawing at my vitals so I decided to try a famous Blackpool delicacy — warm greasy doughnuts, washed down with the oily coffee. Unfortunately, the lady in the fast-food booth only sells them in threes, and being a miserly skinflint, I felt duty bound to devour them all.

This rather dodgy "meal" consumed, I entered the **Centre Pier** Arcade where, horror of horrors, I came across that least digestively-soothing of all sit-down games, the deluxe version of *WEC Le Mans.* As this was the only venue in town where this machine was to be found, I felt that I had to have a spin (sic (k)). Three stomach-churning minutes later, I reeled green-faced from the *WEC* over to the *Alien Syndrome* console, which was being used by 14-year-old C64-owner John. His favourite games were *Alien Syndrome, Salamander* and *World Cup* (which he indicentally preferred to *Kick 'n' Run*). As for *Out Run* he felt that it was "OK but a bit expensive".

Time was marching on, and so was I, down to **South Pier,** another large arcade with an impressive array of up-to-the-second games, including, in addition to the standard ones, *Rastan Saga, Super*



# CKPOOL



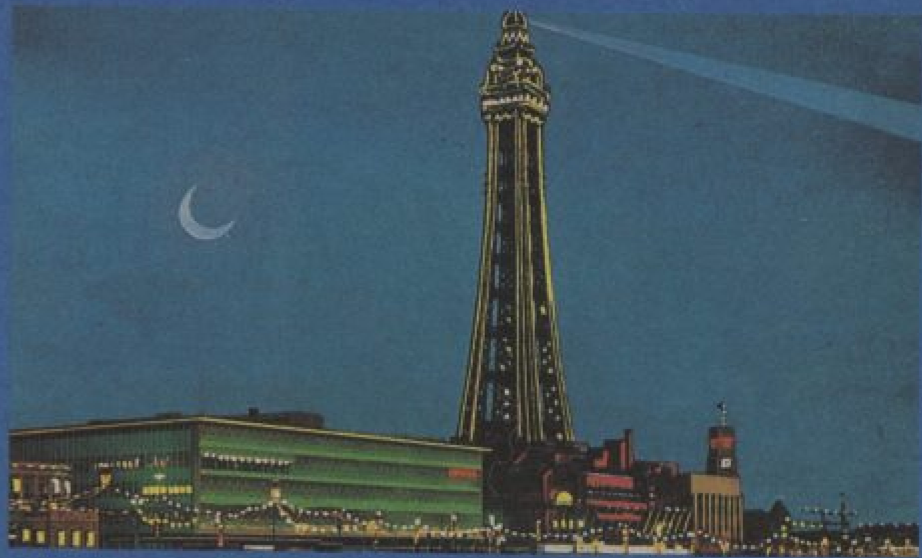



*Qix, Flying Shark, Arian Mission, Alien Syndrome, Gryzor* and *Dunk Shot.* Sixteen-year-old Wayne from Manchester was just dismounting from the *Out Run*: "pretty good, it is". This, in fact, seemed to be the general verdict - according to Arcade boss Mr. Harding, *Out Run* is set to be a massive hit throughout Blackpool this summer.

Meanwhile across the road, in the seedier **Lucky Star**, John (20) and Bob (21) were trying their hand at *Rastan Saga*. What did they think of it? "Brilliant". They told me that they came into **Lucky Star** to play arcade games, even though they were both actually working in the nearby **Pleasure Beach** complex.

A quick visit to the **Pleasure Beach** soon revealed the wiseness of their decision: if you want roller-coaster rides and all the other fun of the fair, there's no better place in town, but if you're into coin-ops, forget it — the games are poorly maintained and out-of-date.

And at this point, with the sun setting, my ears ringing with the *Paperboy* theme and little green aliens darting before my eyes, I concluded my investigations into what must be Britain's coin-op capital and adjourned to a convenient cafe for a much-needed orangeade.



## SHOOT OUT AT THE O.K. ARCADE

***C'net freaks Gavin Day and Lee Taylor recently achieved the major feat of assembling ten programmers in the same place at the same time in their native town of Blackpool for an Arcade Challenge. CU was on hand to scribble down the scores***

After many months running up huge bills talking to programming celebrities we decided it would be cool idea to get a few famous programmers down to Blackpool to have a play-off. So a few, well quite a lot actually, phone calls later and we had assembled our players.

**Tony Crowther** hails from Sheffield. He has programmed *Monty Mole, Gryphon* and too many games to mention. His chosen arcade game was *Out Run.*

**Chris Shrigley** works for Gremlin Graphics in Sheffield. In his time he has written *Bounder,* and a few games that I won't mention, and a few others that I can't remember. His chosen arcade game was *Bubble Bobble.*

**Stoo Fotheringham** and **Colin Grunes** work for Denton Designs in Liverpool. In their time they have done the graphics for *Nodes of Yesod, Infodroid* and quite a few others. Their chosen arcade games were, in order, *Rampage* and *Super Sprint.*

**Rob Toon** is another of the Gremlin Graphics people. He worked on *Bounder,* but has most recently done *Krackout.* His chosen arcade game was *Q*Bert.*

**Fungus the Bogeyman** also works for Gremlin Graphics. He is an ST programmer. He arrived with Chris and Rob, so in the spirit of generousity we allowed his participation. His chosen arcade game was *Cosmo Swat.*

**David Whittaker** is a freelance music programmer. Amongst his many works are *Jailbreak* and *Glider Rider.* **Mike Dunn** programmed Glider Rider. These guys couldn't stay for long, so we had to discount their challenge games. Lee and I chose Mr. *Do's Castle* and *Salamander,* respectively as our challenge games.

The participants were each given 10 minutes to play, at which point, if they lasted that long, their score was recorded. The scoring was done so that the player with the highest score on a game received 10 points, the next highest, nine, and so on down to the lowest scorer who received just 1 point. The scores were totalled up and he with the most points was declared the winner. The results are below.

*With great thanks to the staff at Funland on the Golden Mile without whose help, this event would have been a few times more difficult to hold.*

**Written by Gavin Day with Assistance by Lee Taylor**
**Photos taken by Andrew Armstead**

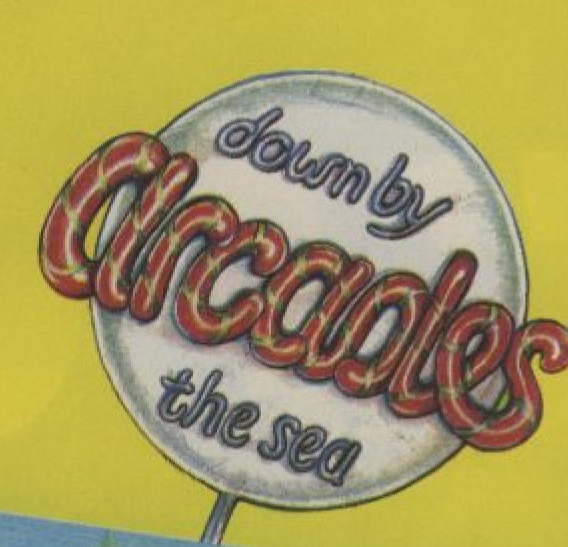
▼ **The programers line-up in front of Funland, Blackpool's top arcade. But which one is Fungus The Bogeyman?**




## Games participated in

| Participant | Rampage | Q Bert | Mr Do's Castle | Bubble Bobble | Salamander | Out Run | Cosmo Swat | Super Sprint | Total Score |
|---|---|---|---|---|---|---|---|---|---|
| Chris Shrigley | 44,555 | 3,920 | 43,920 | 219,420 | 250,000 | 6,933,920 | 8,540 | 3,230 | 63 |
| Lee Taylor | 39,085 | 29,280 | 103,240 | 14,610 | 164,100 | 1,557,900 | 2,500 | 2,750 | 44 |
| Stoo Fotheringham | 33,085 | 6,350 | 12,390 | 39,230 | 253,100 | 3,542,000 | 7,140 | 4,740 | 59 |
| Colin Grunes | 26,323 | 5,775 | 6,250 | 6,830 | 105,600 | 1,540,640 | 5,580 | 8,210 | 39 |
| Fungus | 36,100 | 5,050 | 11,200 | 29,360 | 196,300 | 1,813,270 | 8,840 | 5,020 | 55 |
| Gavin Day | 35,850 | 3,400 | 2,300 | 45,580 | 232,300 | 1,694,440 | 3,090 | 6,800 | 46 |
| Rob Toon | 48,250 | 30,550 | 39,720 | 290,260 | 188,600 | 1,864,070 | 2,950 | 5,720 | 62 |
| Tony Crowther | 34,200 | 11,360 | 5,340 | 22,500 | 27,700 | 1,423,940 | 6,230 | 1,100 | 33 |
| Mike Dunn | — | — | — | — | 41,900 | 1,684,060 | 6,190 | 2,190 | 21 |
| David Whittaker | — | — | — | — | 12,000 | 1,241,760 | 3,240 | 3,400 | 18 |

# BREEZY BRIGHTON




***We sent an anxious Mike Pattenden to Brighton in his dirty mac and asked him to find the best arcades and meet the games hungry public. Would he get arrested for soliciting . . .?***



As I come awake this morning Mike Smith — whose role as a DJ makes him an expert on all things — is telling us we're on the wrong side of a 'weak shoulder' or something and it's going to rain all day, which is perfect. If ever you needed an excuse for going to an arcade whilst you're on holiday, rain is it. Brighton's arcades will be packed with joystick grapplers, I ponder, pulling myself out of bed.

Naturally when I arrive the sky is a perfect blue with little wisps of white cloud drifting here and there. Still, who needs an excuse anyway?

On reaching Brighton I head straignt down the hill to the seafront and my first arcade. When I get there it's completely. In fact it turns out I have arrived to do an article on the throbbing arcades of Brighton during a power failure. Typical. If there was only one piece of dog's muck from here to Ballybunion I'd step in it. So, what the hell was I to do? There could only be one answer, an arcade that doesn't need electricity. What!!!? Well let me take you for a history lesson.

For the lesson you have to go to the Old Penny Palace just past the unfortunately named Zap Club on the way to the Palace Pier. You'll need a pocket-splitting pile of old pennies as well, but don't worry, the man behind the counter will give you some in return for more fashionable currency. Inside this olde worlde emporium you'll find the kind of games your gran and grandad misspent their youth on.

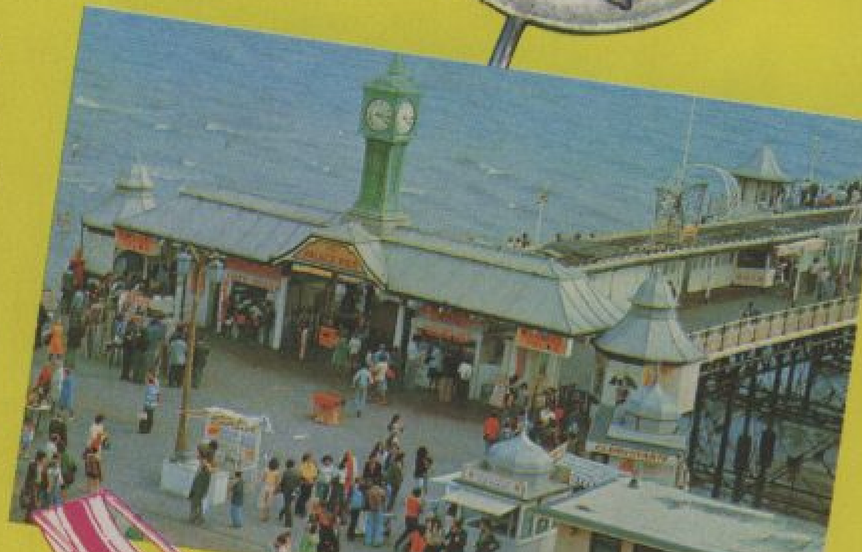
There are several old pintables without flippers — where you just pump the ball up and watch it come down (great gameplay). But I have to admit heading straight for the 'What the Butler saw' type machines where, for a penny, mind, you can watch a woman washing some clothes out in a titillating vignette entilted 'After the Bath'. Naturally it runs out just when it's beginning to get interesting. So why not take out your frustrations — as feminist critics and antropologists would have it — on a game of football. Another penny secures you five balls in the 1920's equivalent of 'Kick and Run'.

My favourite was 'The Green Ray', a classic piece of kitsch from the early Thirties which reads your mind as you stare into what resembles a third of a traffic light. "Is this an illusion or television?" it asks as an old fountain pen scrawls you innermost thoughts on a piece of card. I was 'very critical' it told me. Too right.

If you have a spare fifteen minutes and don't mind having to repair a hole in you pocket afterwards then drop into the old Penny arcade. Fifteen minutes is enough though, because the machines on the pier are calling us.

Palace Pier is the long one, and the only one you can get to. Ignore the arcades on the way like Russell's Amusements and something else which may be called New Amusements It can't have been referring to the machines because Noah probably had a couple of them in the games room of the Arc.





The first one you hit is Palace Pier's very own. A huge emporium, which although it promises more than it delivers, is still worth a visit. Two *Space Harriers* greet you at the door, but you'd be better turning your attention to the *Hang On* bikes just behind them. There's plenty of cabinets and consoles including an old favourite of mine, *MACH 3* the grand laser game with the jet fighter completely the right stuff.

The problem with the Palace Pier amusements is quantity not quality. They've got consoles by the dozen but they're old — *ZX 2000, Pole Postition, TX-1, Buggy Boy* etc. You also have to find them among the loads of lousy cashfalls and old fruit machines. And what's more it's packed with old grannies playing bingo.

If you're serious about your arcades try walking up a little bit further towards the end of the pier. Past the Palace Pier Radio shack with its arthritic DJ's there's a dome, a Pleasuredome in fact which is filled with all the latest coin-ops from *Road Blasters* to *Rastan Saga,* and even *Bionic Commandos.* There's plenty of consoles too, like *WEC Le Mans* and *Out Run* not to mention the only game of air hockey (a favourite of mine) I could find in Brighton



**Token snap in front of the pier.**

However it wasn't until I went back towards town I met my first serious punters — in the arcades down West Street. In A H Leisure Ruskin Spiers and his mate Graham were belting through *Road Blasters.* "We found eleven free credits on it, so we're going to be fairly good at it when we finish." Ruskin's more into platform games like *Mario Bros* and more often than not it's these games that he plays on his 64, though "I'll play anything, really" I ask whether his mate has a computer which was greeted with laughter "If you can call an Oric a computer!" That doesn't stop him from completing *Out Run* — a feat beyond the capacities of most gamers.

Next door in the Metropolitan I find some more dedicated arcade players in the shape of Roger Allen and Siran Kassad, both students at the Poly. The two of them are big *Gauntlet* fans, but it was *Rastan Saga* which to my amazement Roger completed before my eyes. "Great game really realistic." Siran, meanwhile, was trying to get the highest score on *Flying Shark*, only to have Roger step across and wipe him off the top immediately. They were probably still there at midnight. Well it beats studying your mechanical engineering books, even if it means blowing your grant.

Brighton really comes alive at the weekend when the day-trippers come down from London, so if you want undisturbed gaming go in the week. If you're on holiday then it'll probably rain most of the time anyway so you'll have that excuse.



# GROOVY GREAT YARMOUTH




***Yarmouth, home of Black Beauty and a thousand fisherman, is also one of the East Coast's major resorts. Nick Kelly slips on his wellies and hums a sea shanty about the arcades. . .***

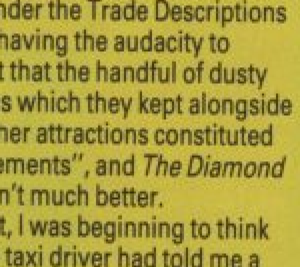
After a three-hour train journey, I finally arrived at Great Yarmouth. In the station courtyard I found myself in the midst of about ten odd-looking men wearing anoraks and green wellies. Who could these people be? Holiday makers? Fishermen? Gamers, even? Actually, according to my affable taxi-man, they were bookies down for the local races.

But, he assured me, as we drove past the house where Anna Sewell (writer of *Black Beauty*) was born and down towards the sea front, plenty of gamers do come to Great Yarmouth every summer to check out the arcades. Yes, game-playing was all the rage in this homely East Anglian town — why he was himself the proud owner of a *Spectrum* . . .

I began my tour at the south end of the Promenade, in the large **Pleasure Beach** open-air fun fair complex, where the enormous sign over the entrance promised me that I would find "Twentieth Century Amusements", courtesy of the unfortunately-named Botton Brothers. And, as I wandered among the dodgems and the Roller Coasters, it soon became clear that the Brothers Botton had not lied: the "Amusements" to be found in the various dingy arcades dotted about the grounds had almost definitely been produced after the year 1900 — but only just! Yes, the *Pleasure Beach* is the place for you if you're a fan of evergreens like *Space Invaders* and *Pacman*, but if you're looking for something a wee bit more, um, *contemporary*, give this one a miss.

The story is the same in the next few arcades I passed: both *Model Village* and *Wellington Pier* could be done under the Trade Descriptions Act for having the audacity to suggest that the handful of dusty antiques which they kept alongside their other attractions constituted "amusements", and *The Diamond Mine* isn't much better.

In fact, I was beginning to think that the taxi driver had told me a whopper and that in reality all Great Yarmouth had to offer the summer visitor was Wally's Windmill Playhouse, rock, having your photo taken with Sam "Fox" and pleasant views of the three big offshore oil rigs which dominate the horizon, when I happened upon the first half-decent arcade in town, *Circus Circus*, which, though still a bit short on really new games, has a reasonable selection, including a de luxe *WEC Le Mans* and *Hang On* consoles, *Nemesis*, *Gauntlet* and *Kick 'n' Run*.




**Token token**

The nearby *Golden Nugget* also had *Hang On* and *Nemesis*, an upright *Out Run*, *Quartet*, *World Cup*, *Rygar* and a rather bizarre shoot-'em-up called *Flowers*, in which you have to blast or avoid the rapidly descending waves of marigolds, dandelions and the occasional daisy-chain *(any geraniums? Ed)*.



**Nick Kelly with token model and ice cream.**



*The Mint* had an excellent mix of up-to-date coin-ops, with the big *WEC*, an upright *Out Run*, *Hang On*, *Gauntlet II*, *Soldier of Light* an update of *Sidearms* called (I think) *Hyperdyne Sidearms*, and one brilliant new shoot-'em-up which I've never seen anywhere else, *Tokio* in which you fly over what I presume are different areas of the Japanese capital blasting everything in your path and picking up allies as you progress. All in all, an arcade well worth a visit.

Next I came to *Botton's Casino* run, I presume, by one or more of the family team responsible for the *Pleasure Beach*'s coin-op selection. But — surprise, surprise — this was a far superior emporium, featuring *de Luxe Out Run*, *Roadblasters* and *Hang On*, *Gauntlet I* and *II*, *Danger Zone*, *XX Mission*, and *Rygar*.

The arcade-section of the ultra-modern *Marina* centre across the road is another games venue you should check out if you're finding the latest games: they've got *Rastan Saga*, *Flying Shark*, *Alien Syndrome*, *Super Qix*, *Bionic Commando* and *Salamander*, to name but a few.

The last of the really good arcades is next, *Leisureland*, a large games hall split in two and housed in what used to be an annexe to a theatre in more tranquil times. Here you'll find *Gauntlet I* and *II*, *Flying Shark*, *Sidearms*, *Soldier of Light*, *Quartet*, *Lock On*, *Gryzor*, *World Cup* and *Salamander*, as well as the large climb-in *Out Run*.

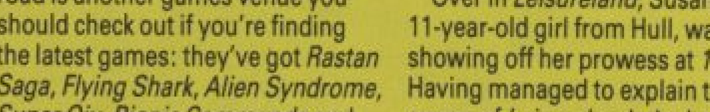
A bit further north you come to *Britannia Pier* which houses two arcades, the glossily-signposted *Slot Palace* and the rather more downmarket *Funland*. The former should have spent a little less on neon lighting and a little more on decent coin-ops, and the latter's boast that it contains "the latest games" is laughably inaccurate.

Interestingly, although Great Yarmouth is well-supplied with the hottest new games, many of the players I encountered seem to go for the older models. Twenty-five-year-old Nigel from Cambridgeshire was playing *Lock-On* when I met him, but he didn't fancy it, or many of the other new coin-ops he'd encountered this year much: "I'm not up on all these high-tech ones — I prefer the old ones". Local lad Ian was trying to beat his high score on *Renegade* (87,600) when we spoke in *The Mint*. What did he think of *Outrun*, *WEC Le Mans* or *Roadblasters*? "I don't play them — they're too dear," he told me.

Over in *Leisureland*, Susan, an 11-year-old girl from Hull, was showing off her prowess at *1942*. Having managed to explain to the owner of *Leisureland* why I was chatting up 11-year-olds, I asked whether any of the newer games were making a big impact in *Leisureland*.

"Well, *Out Run* is stealing a lot of fans from other machines, it's probably going to be the summer's favourite new game," he replied, "but otherwise I've seen nothing which has really switched the youngsters on.

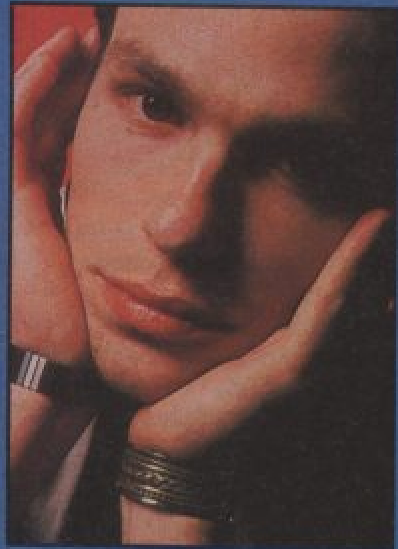







# COMBAT SCHOOL
## Konami

*The Ed swaps fave games tales with Marillion keyboard player Mark Kelly, takes a ride in a cab, and gets thrashed at Combat School at the Family Leisure Centre*



"I saw you on Top of the Pops last night" I tell Mark kelly — keyboard player with Marillion, wondering whether pop journalists always kicked off with such sycophantic observations.

"So did I," says Mark Kelly as we step into a black cab and head for the Family Leisure Centre in Old Compton Street.

Marillion now have a huge following — as evidenced by their latest single — "Incommunicado" zooming straight in at number six in the Top Twenty. Their new album — "Clutching at Straws" is also being purchased in sufficient quantities to see it rising up the charts.

The faithful Marillion following might be surprised to learn about the keyboard player's second great love — using his Commodore 128 for playing games and making music.

Mark has not looked back since buying the C128 — getting just about everything computing has to offer, Compunet, MUD making music packages and playing games — to say nothing of re-programming Virgin's Rock 'n' Roll game so that all the song titles and band mentions were about Marillion. The trusty C128 travels with Marillion when they go on tour — and Mark recounts tours by remembering the games he was playing at the time.

### Extremely Dangerous

Two tours ago he was into *Elite*. "I became Extremely Dangerous . . . the mistake I made was not taking the Tribbles seriously enough . . . I got to the point where I was blasting everything in the Universe but it didn't count."

My suggestion that it was not quite what the public wanted to hear — the idea of a guy playing *Elite* in his hotel room when he should have been smashing that hotel room to bits — a-la Beastie Boys got short shrift. "I do that as well," Mark is quick to reply, in defence of a wild man of rock image.

The German tour of '86 was the *Ultima* tour. Mark got totally hooked on the fantasy role-playing game.

Mark's all-time favourite games reflect the games that he has taken on tour with the band. Right at the top of the pile is *Elite*. "I guess in sheer hours I've played that game more than most others.

"I'm not really an arcade addict . . . *Ultima III* or *IV* would be my number two . . . *Mercenary* number three . . . another tour game and then flight simulations . . . the Sub Logic sim is brilliant . . . *F15 Strike Eagle* is also impressive, I'd give that number five."

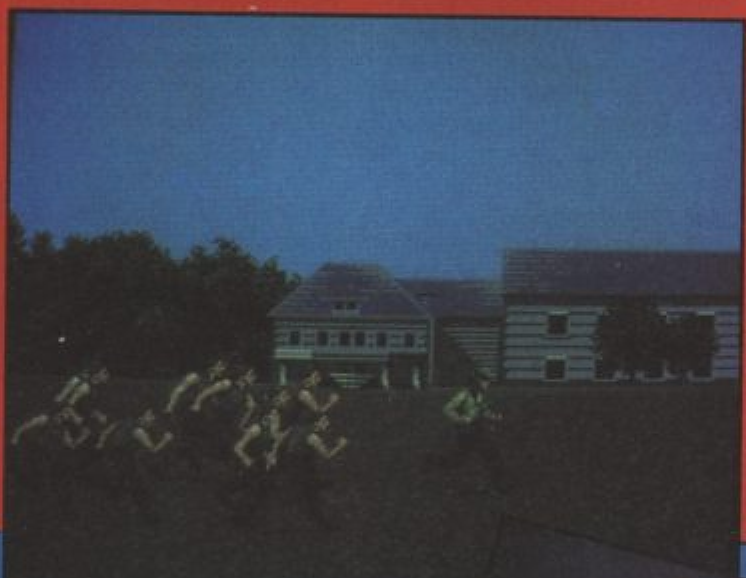
Mark's main game obsession is not a tape or disk at all but the famous modem-driven MUD game — played on Compunet.

"I got completely hooked on it . . . it cost me a fortune especially when I discovered

**Arm strength is built up by spinning the tracker ball as fast as you can.**




**The Sarge takes his boys for a quick 20K jog before breakfast.**





**A grin of victory as Mark Kelly wins again.**



## Into battle

I should have known then that this familiarity with the well-known West London arcade meant that Mark had played coin-ops before. And although he's never seen it before he sets a cracking pace on the first event of *Combat School* — an assault course with brick walls that have to be hurdled or climbed over. Movement is achieved by spinning a tracker ball as furiously as possible.

It smacks of the film an Officer and a Gentleman and reminds you of the scene in the film where the Sergeant Major is putting Richard Gere through a particularly tough workout. Fail in any event and it barks out "Go home to your mother".

There was a lot of those comments made as I struggled with the controls of this prototype coin-op. Event number two is the Rifle Range — the targets appear in rows and you have to hit at least 30 of them to get onto the next go.

Kelly is just as brilliant at this game as he was on the assault course. I am getting annoyed at this point but there is very little I can do to compete. Kelly is a natural at this game — leaning back, pummeling the fire button and taking out whole rows of targets in one sweep.

The rifle range is beautifully noisy. The Sarge shouts "Fire" and bullets fly in all directions.

The game also features an arm-wrestling challenge and a martial arts fight in which you have to defend the White House.

In each event you are racing against the clock. If you miss qualifying by a few seconds you get a second chance by successfully completing ten pull ups on the bars. All the time you are doing this the Sarge is yelling at you — "Hurry up, HURRY UP". Boy, what I'd like to do to that guy.

*Combat School* is undoubted a winner — Mark and I agree on that.

The two-player split-screen option increases the competitive nature of the game as you play against a friend as well as trying to show that Sergeant Major that you have no intention of 'going home to your mother'.

VERDICTS:

**Mark Kelly**

It's an excellent game. I particularly liked the firing range scene and the comments the Sergeant Major makes about your performance. The layout of the buttons on the cabinet could have been made easier to follow. No complaints, though, I really enjoyed playing it."

**The Ed**

Totally absorbing. The graphics are stunning, particularly at the beginning of the game where the Sergeant Major taps his cane in his hand and says "Dyawanna fight". It's a lot like *Track and Field* with a military flavour — certain to kick *Out Run* off the top of the charts this summer.

| | |
|---|---|
| GRAPHICS | 8 |
| SOUND | 8 |
| TOUGHNESS | 8 |
| ENDURANCE: | 7 |
| VALUE: | 8 |
| OVERALL: | 8 |




The Sarge gets it in the mouth in the Kick Fight.




The assault course — basic commando training.

you could pay by credit card, I ran up a bill of £2,000.

"I tried to keep it a secret that I was in Marillion . . . my handle was Incubus which is actually the title of a song on one of our albums . . . I didn't think that anyone would get it but a couple of players picked up on it and asked me direct if I was in the band so I had to come clean."

Mark has made a lot of friends playing MUD including a certain Scouse witch whom Mark arranged for to see the band play in Liverpool.

By now our cab is stuck in lunchtime traffic so we decide to ditch up and walk. "I know the way . . . I've been there before," he says.

## MARILLION COMPO

**You could be the proud possessor of Marillion's latest fab long-playing waxing, "Clutching At Straws", complete with Mark Kelly's autograph, if you can answer these two ridiculously simple questions: From what book did Marillion borrow their name, and by whom was it written? Answers, on a three-corned hat with bells, to Marillion Compo, Commodore Users, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.**



# PLAY TO WIN

**Sorry about the lack of pokes in last month's issue, that was due to the Play to Win booklet we put on the front. Here's a bumper batch to help make up for it.**

## C64

### WEST BANK

Load the game then reset and enter:-
POKE 4256,1-20 (lives) or
POKE 12713,165 — for infinite lives
SYS4100 — to start the game

### JAIL BREAK

Load the game then reset and enter:-
POKE 52050,234
POKE 52051,234
POKE 52052,234
POKE 52097,234
POKE 52098,234
POKE 52099,234 — for infinite lives
SYS51200 — to start game
*East Oakley,*
*Hampshire,*

### FEUD

Place tape into your cassette deck then type:-
POKE 16404,15 — for all of the ingredients at start of the game.
POKE 17204,15 — for all infinite ingredients (they never decrease once used)
POKE 17591,1 to 40 speed of your movement — 1 slow 40 fast SYS16384 — start game

### BACK TO REALITY

POKE20109,173 — for infinite lives
POKE27337,96 — to stop all sprite collisions
SYS16384 — start game

### UP 'N' DOWN

Type LOAD and press RETURN
When the READY prompt appears type:-
POKE1010,76:POKE1011,248:
POKE1012,252:RUN
After the computer resets enter:-
POKE36103,173 — infinite lives
POKE37953,1 to 15 to change the background colour of scene
SYS32777 — start game

### TIGER MISSION

This hack & sprite to sprite collision but still lets you shoot and kill. Type it in then type RUN.

```
10 REM Andy Grifo
20 FOR A=49152 TO 49220:
   B:POKE A,B:NEXT
30 SYS 65371: V=53248:POKE
   V+32,0:POKE V+33,0
40 SYS 49152: FOR X=1034
   TO 2047:POKE
   X,255:NEXT
50 FOR X=55306 TO
   56319:POKE X,0:NEXT
60 POKE 865,244:POKE
   987,126:POKE 2040,18
70 POKE V+21,1:POKE V+
   0,30:POKE V+1,60
80 POKE, V+24,22:SYS
   49209:SYS 49156
90 DATA 32,44,247,96,32,108,
   245,169
100 DATA 76,141,239,2,169,25,
    141,240
110 DATA 2,169,192,141,241,2,
    76,167
120 DATA 2,169,0,141,201,114,
    208
130 DATA
    114,162,10,189,46,192,157,184
140 DATA
    120,202,208,247,76,16,8,65
150 DATA
    78,68,89,42,71,82,73,70
160 DATA 79,162,10,189,46,192,
    157,255
170 DATA 3,202,208,247,96
```

*Andy Grifo*
*Walkden, Worsley,*
*nr Manchester*

### TIGER MISSION

If you can't handle the pokes for Tiger Mission why not do it the easy way with the cheat code?
Hold down CTRL, Commodore key, 2, Q, R, L, I, K.

### INTO THE EAGLE'S NEST

POKE 24651,234 (return)
POKE 24652,234 (return)
POKE 24653,234 (return)
Unlimited lives and freezes soldiers
SYS 32784 to start game.

### KRACKOUT

POKE 44388,234 (return)
POKE 44389,234 (return)
POKE 44390,234 (return)
Unlimited bats
POKE 32934,(0-100): Level to start on.
SYS 32837 to start game.

### INTO THE EAGLE'S NEST

This hack will give you infinite ammo, keys and lives, type it in then RUN it and follow the instructions.

```
10 REM Andy Grifo
20 SYS 65371
30 FOR A=49152 TO
   49250:READ B:POKE A,
   B:NEXT
40 PRINT CHR$(5)"PRESS A
   KEY TO LOAD"
50 GET K$:IF K$="" THEN 50
60 SYS 49162
70 DATA 140,105,3,141,106,3,
   142,107
80 DATA 3,96,32,44,247,160,
   76,169
```

SEND YOUR POKES TIPS + MAPS TO: PLAY TO WIN C.U. PRIORY COURT 30-32 FARRINGDON LANE EC1R 3AU

```
90 DATA 25,162,192,32,0,192,
   32,108
100 DATA 245,160,120,169,
   169,162,49,32
110 DATA 0,192,169,47,141,
   233,2,169
```

## RANARAMA

POKE 37104,96 (return)
POKE 33969,234 (return)

loaded, hold down "C" and hit "RESTORE".

Note: every time you hold down the "C" key and hit "RESTORE" it will always let you go to the next sheet.

```
120 DATA 192,141,234,2,76,
   105,3,169
130 DATA 0,141,9,70,141,92,
   70,141
140 DATA 231,80,141,130,81,
   141,176,99
150 DATA 141,219,85,141,3,92,
   162,0
160 DATA 189,88,192,157,80,
   13,202,208
170 DATA 247,169,57,141,93,
   13,76,47
180 DATA 192,65,78,68,89,32,
   71,82
190 DATA 73,70,79
```

*Andy Grifo*
*Walkden,*
*Worsley,*
*Manchester*

## MUTANTS

POKE 9273,234 (return)
POKE 9274,234 (return)
Unlimited lives
SYS 4096 to start game.

## NEMESIS

POKE 5975,234 (return)
POKE 5976,234 (return)
POKE 5977,234 (return):
Unlimited ships
SYS 5779 to start game.

## OLLI & LISSA

POKE 8513,0 (return): Immortal
SYS7424 to start game.

POKE 33970,234 (return):
Unlimited power
SYS 32768 to start game.
POKE 12628,234 (return)
POKE 12629,234 (return)
Pick 1 bar to finish each level
POKE 10609,234 (return)
POKE 10610,234 (return)
View all levels
SYS 15146 to start game.

## ELEVATOR ACTION

POKE 50911,234 (return)
POKE 50912,234 (return)
POKE 50913,234 (return)
POKE 50914,234 (return)
POKE 50915,234 (return):
Unlimited lives
SYS 53200 to start game.

## FIRETRACK

POKE 12285,234 (return)
POKE 12286,234 (return)
POKE 12287,234 (return):
Unlimited ships
SYS 9216 to start game.

## HADES NEBULA

Load game and reset the computer.

For extra lives: POKE 2279, number of lives (maximum 255).

For infinite lives:
POKE 6513, 234
POKE 6514, 234
POKE 6515, 234

To restart: SYS 18550

*Gareth Kitchener*
*Hitchin*

## THE EQUALISER

This trick will let you jump sheets any time you want.

LOAD in the game by SHIFT + BREAK. When game is

*James Flemming*
*"King of all computers"*

## PARK PATROL

For unlimited lives load game then when you see the loading screen reset and type:
POKE 49048,76 : POKE 49049,226 : POKE 49050, 252 : POKE 49215,112 : POKE 49216,191 : SYS 49152 (RETURN).

When computer resets type:
POKE 26700,191 : SYS 2076 (RETURN).

## JEEP COMMAND

Go through obstacles and over holes, bombs still kill. Load game, reset and type:
POKE 32627,241 : SYS 16284 (RETURN).

*Edmund Bradbury*
*Bucks*

## HE-MAN (ARCADE)

POKE 12651,234 (return)
POKE 12652,234 (return)
POKE 12653,234 (return):
Unlimited lives
SYS 17610 to start game.

## HIGHWAY ENCOUNTER

POKE 6690,234 (return)
POKE 6691,234 (return)
POKE 6692,234 (return)
Helps you to activate lasertron
SYS 4103 to start game.

## DANDY

Load the game then reset on title screen and enter:-
POKE8764,173: POKE5697,173:
POKE11911,173:POKE5718,173:

POKE9800,0 — infinite energy
SYS4371 — start game

*Sean and Adrian Meads*
*(The Nutcrackers)*
*East Oakley*
*Hampshire.*

PS. Hope to see these original pokes in print in the next CU
PPS Why not give free games or money for good ORIGINAL pokes? More people would send them in if this was so. (The games could be BUDGET games.)
Bye.
I've got to go and get the next brill issue of Commodore User. (May issue)

## SHAO-LIN'S ROAD

POKE 17187,234 (return)
POKE 17188,234 (return)
POKE 17189,234 (return)
Immortal
SYS 16406 to start game.

## WEST BANK

POKE 7056,96 (return)
A bomb will not hurt you
POKE 10048,234 (return)
POKE 10049,234 (return)
POKE 10050,234 (return)
A customer can be sacrificed
POKE 10103,234 (return)
POKE 10104,234 (return)
POKE 10105,234 (return)
You won't die if a robber shoots you
POKE 10769,234 (return)
POKE 10770,234 (return)
POKE 10771,234 (return)
You won't die when you draw
SYS 4100 to start game.

## ZYRON'S ESCAPE

POKE 51591,234 (return)
POKE 51592,234 (return)
POKE 51593,234 (return)
Unlimited lives
SYS 4166 to start game.

*Alexander Andelkovic,*
*Norsborg, Sweden.*

# WiZBALL

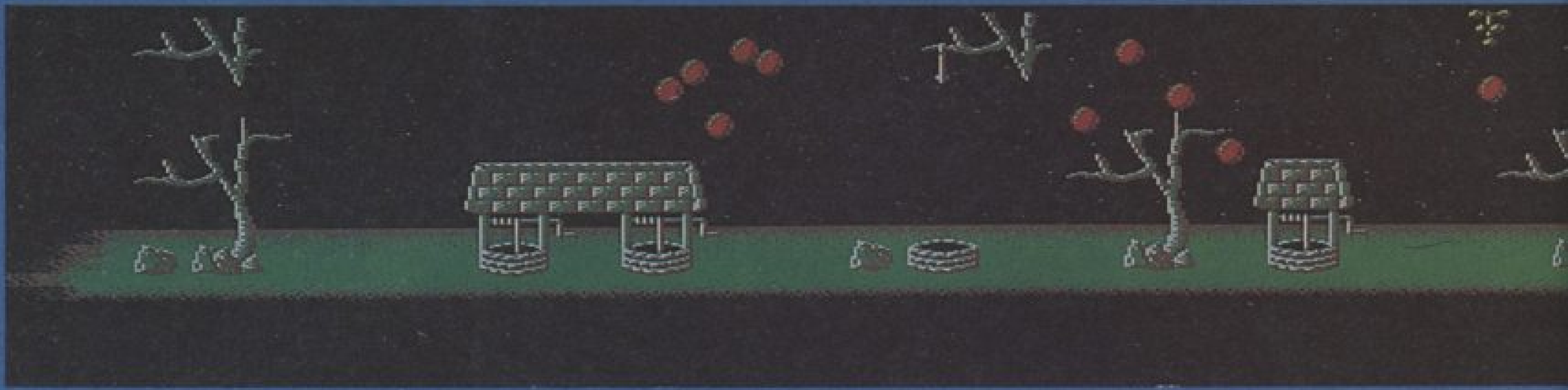
**Wizball has to be the game of the year so far. It has everything, sound graphics, shooting and strategy, so we asked its writers, Chris Yates and Johnathan Hare of Sensible Software, to come in and give us some cat nip tips. . .**

## GENERAL

When you kick-off playing take it very gently. Your priority is to get full control over Wiz. Rotate him slowly you can only move him when he hits the ground. Pick-up the two movement pearls you shoot then grab the anti-grav, followed by the sprays. The smart bomb is useless we only put it in 'cos it looked nice.

Keep the Wiz below the horizon this protects him from attack. Use the cat to collect and shoot as much as possible since he has nine lives.

Don't try and complete the levels in order. Start with two and three, then do the first, since you need to complete all three to go on to the higher levels. You can play Wizball level by level and get a better bonus or simply blast everything in sight and grab as much colour as possible. The latter way is less efficient and more dangerous.

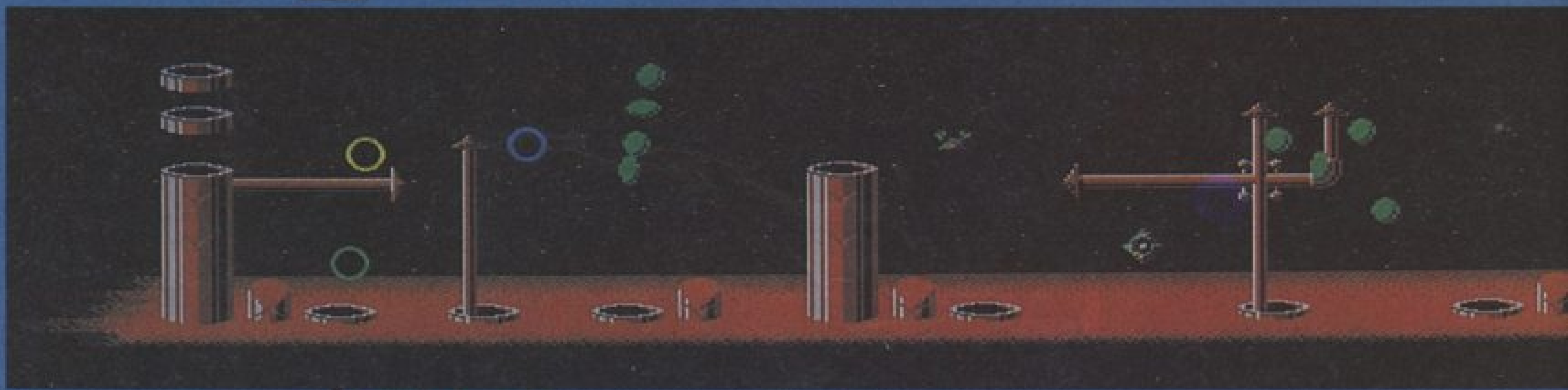


4



3

Exit up



2

Exit to level 3



1



Exit up

# PLAY TO WIN

## DROPLETS

Among the coloured droplets are bogus drips which possess different properties. Go for a white droplet at all costs because it's worth an extra life. Picking up the black causes blindness, to cure it go to a level with the lowest amount of aliens (see counter on left of screen) and clear it completely. This will restore your sight. Avoid the blue droplets because this means a police raid.

## BONUS SCREENS

Obviously you're here to shoot everything in sight, but the key to prolonging survival is to use the Cat in an encircling movement round Wiz. Keep replenishing the shields or you'll never last. Remember the rocks can't be killed only repelled.

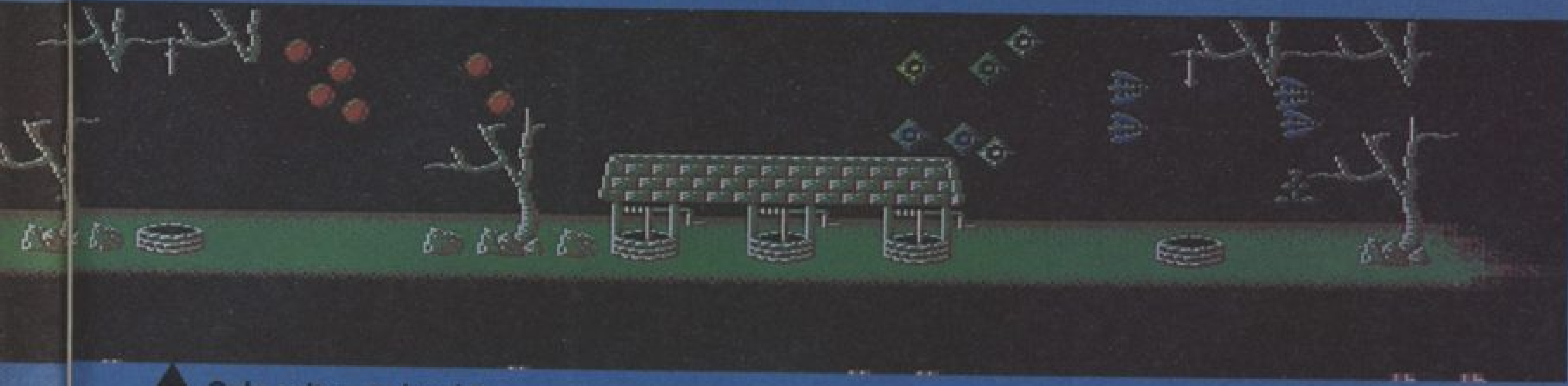
When the Cat begins to turn purple that means it's on its last legs. If the Cat icon is flashing sacrifice him immediately. That way you'll get another one straight away.

## COLOURS

The level indicator glows the colour of the droplets on that level, however the target colour only appears when you start to mix the right colours.

On level One fill the red pot completely before completing the final colour (cyan). In fact that applies to all levels because you can carry it over to levels where it's harder to get that colour. "It's a bit like buying all your shopping in one go at Sainsbury's", philosophies John as Chris cringes in the corner.

Once you've completed all three colours on a level it's rendered inactive.

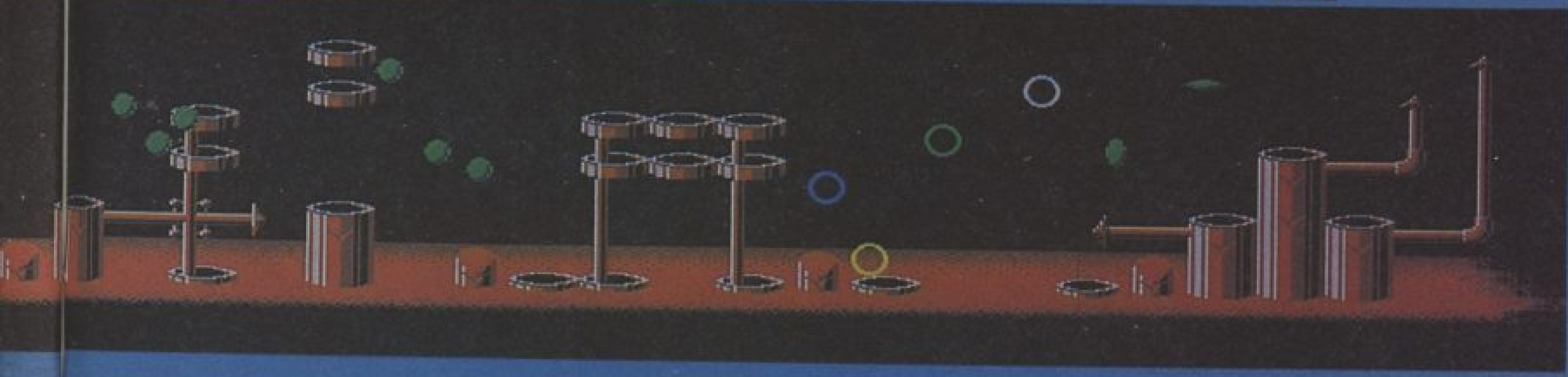


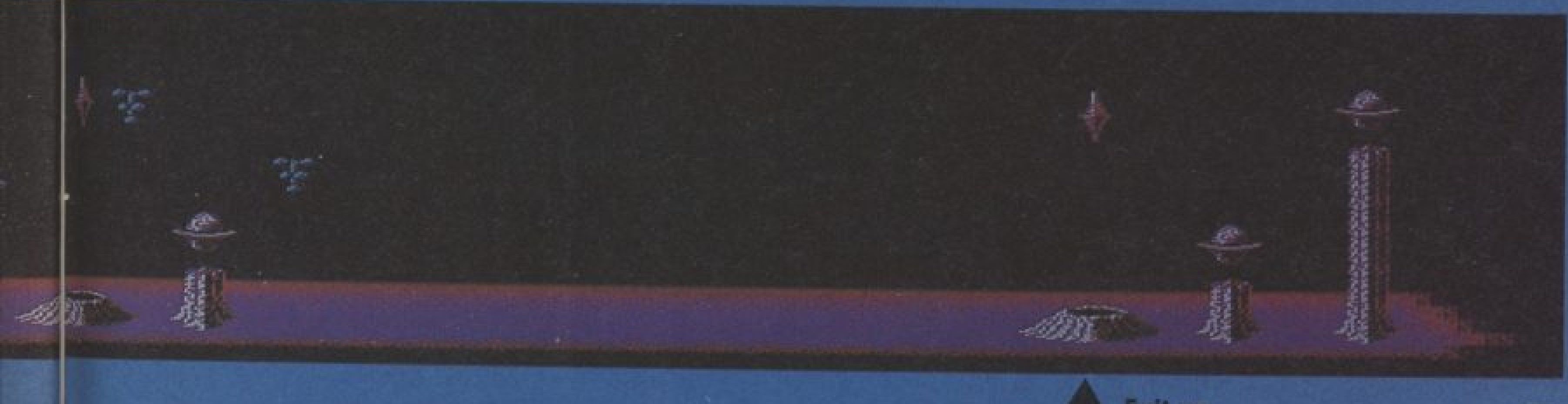
Only exit up to level 5



Exit down

Exit up





Exit up

# WiZBALL

## COLOUR MIXING

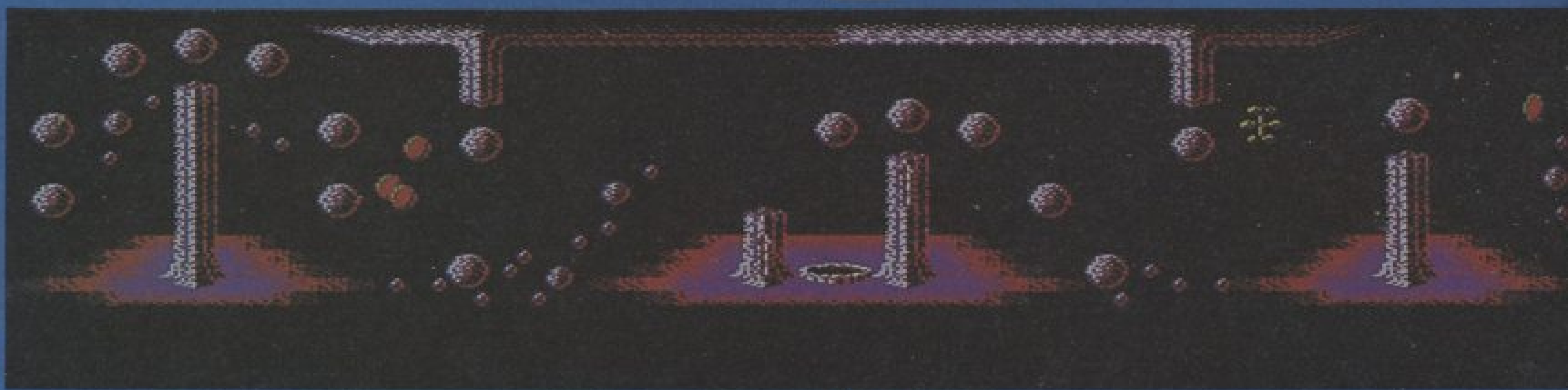
| | RED | GREEN | BLUE | | RED | GREEN | BLUE |
|---|---|---|---|---|---|---|---|
| RED | 100% | — | — | YELLOW | 50% | 50% | — |
| GREEN | — | 100% | — | ORANGE | 75% | 25% | — |
| BLUE | — | — | 100% | BROWN | 25% | 50% | 25% |
| CYAN | — | 50% | 50% | LT BLUE | 25% | 25% | 50% |
| MAGENTA | 50% | — | 50% | PINK | 50% | 25% | 25% |

If all this colour mixing seems a bit bizarre that's because we based it on the light spectrum not the painter's palette. All except brown, which is based on nothing at all!



8

▲ **Only exit up**



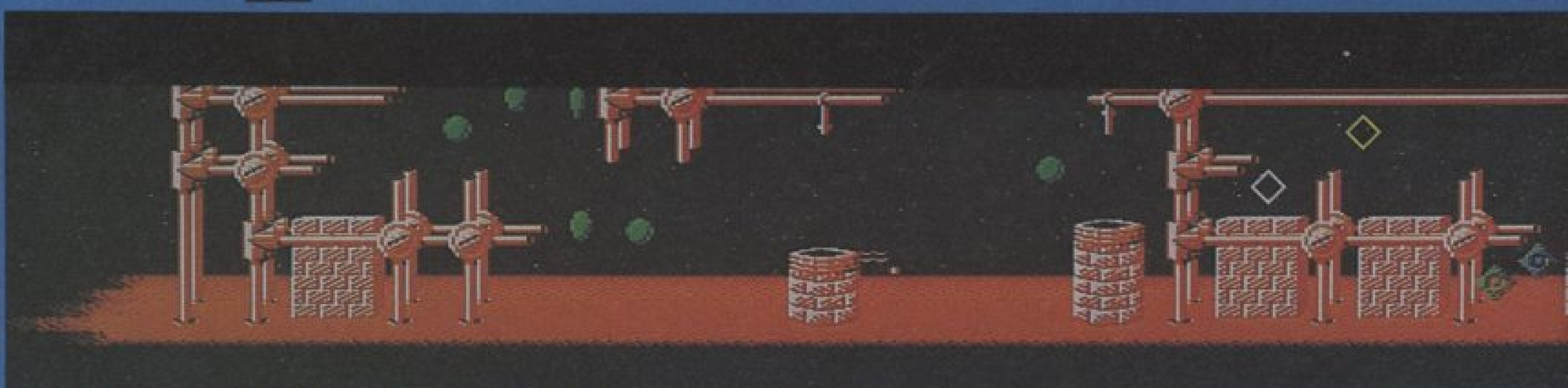
7

▲ **Only exit up**



6

▲ **Exit up**



5

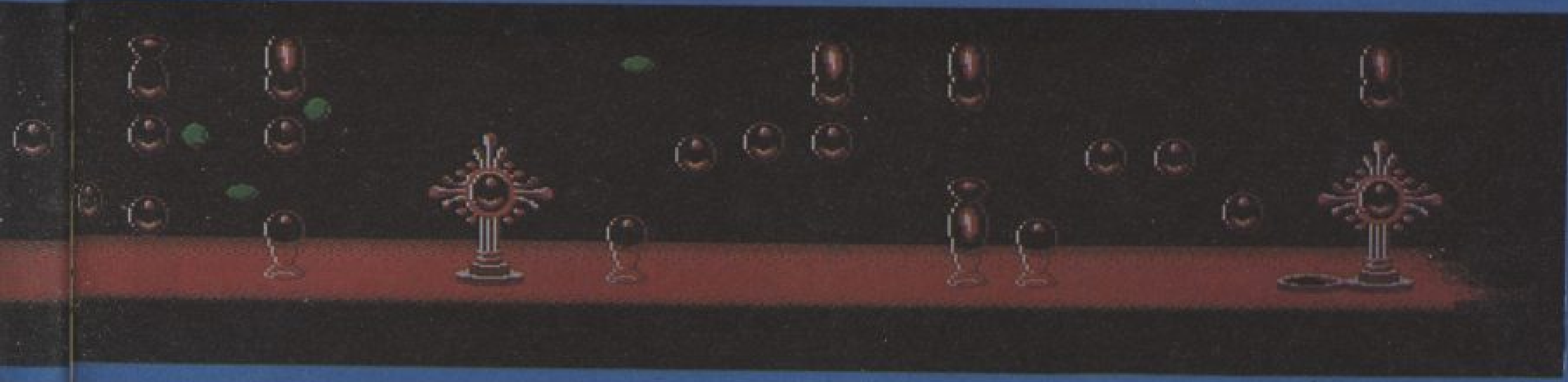
**Level 5 is split into two sections, both of which have an up and down exit.**

▲ **Exit down** ▲ **Exit up**

# PLAY TO WIN

### MEGATIPS
Whatever number of consecutive levels you have completed tapping that number on the keyboard will restart you on that level if you die.

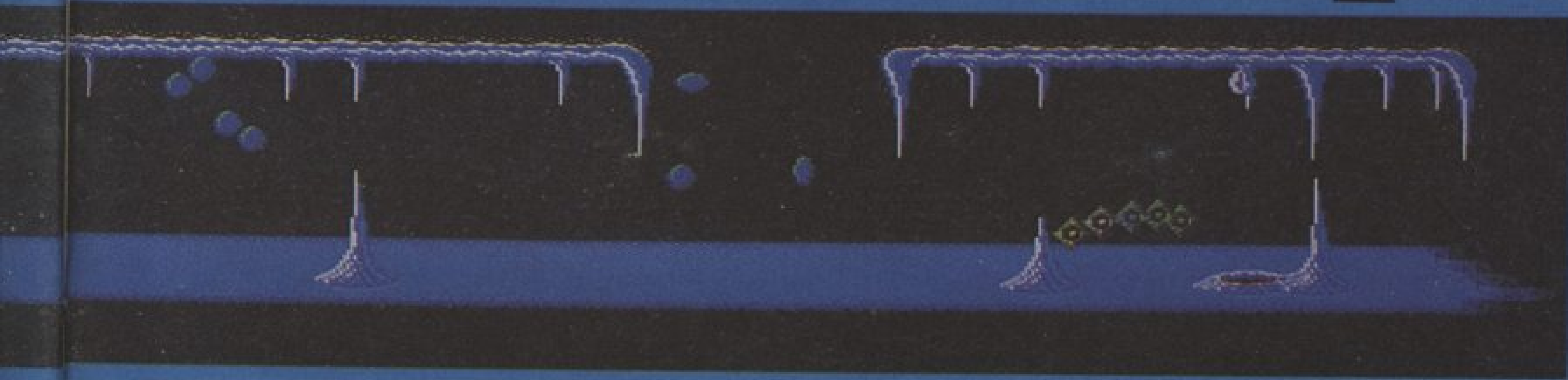
**CHEATMODE:** Yes, there is one. It's one word, seven letters long and you type it in on the title screen to give you invincibility. Clue: it isn't Wizball!



▲ Exit down



▲ Only exit down





▲ Exit down

▲ Exit up

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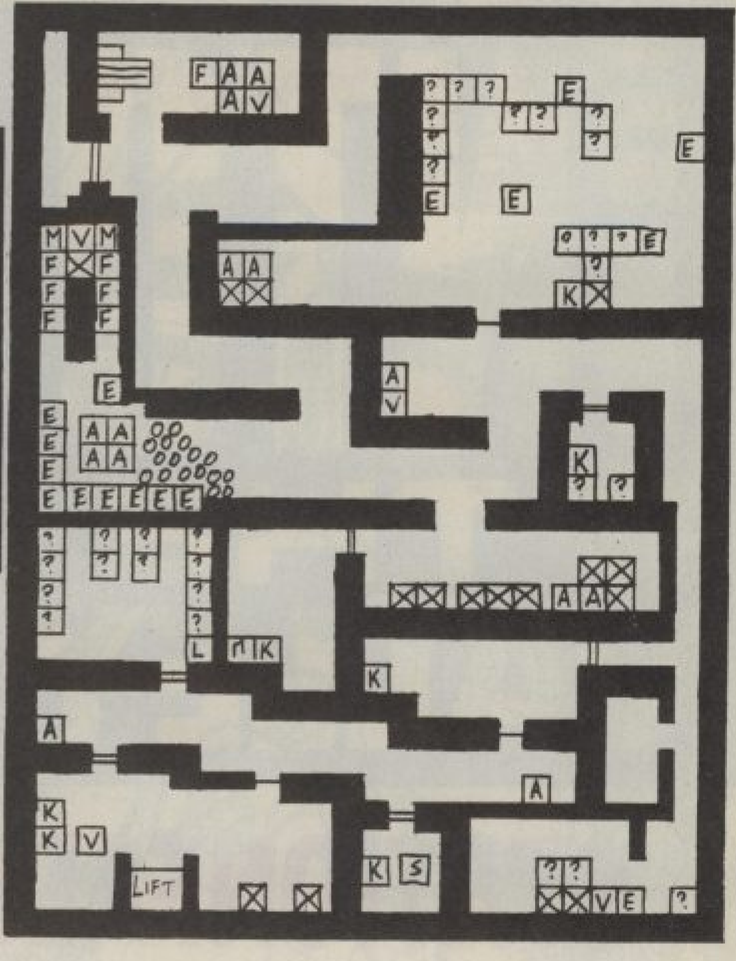
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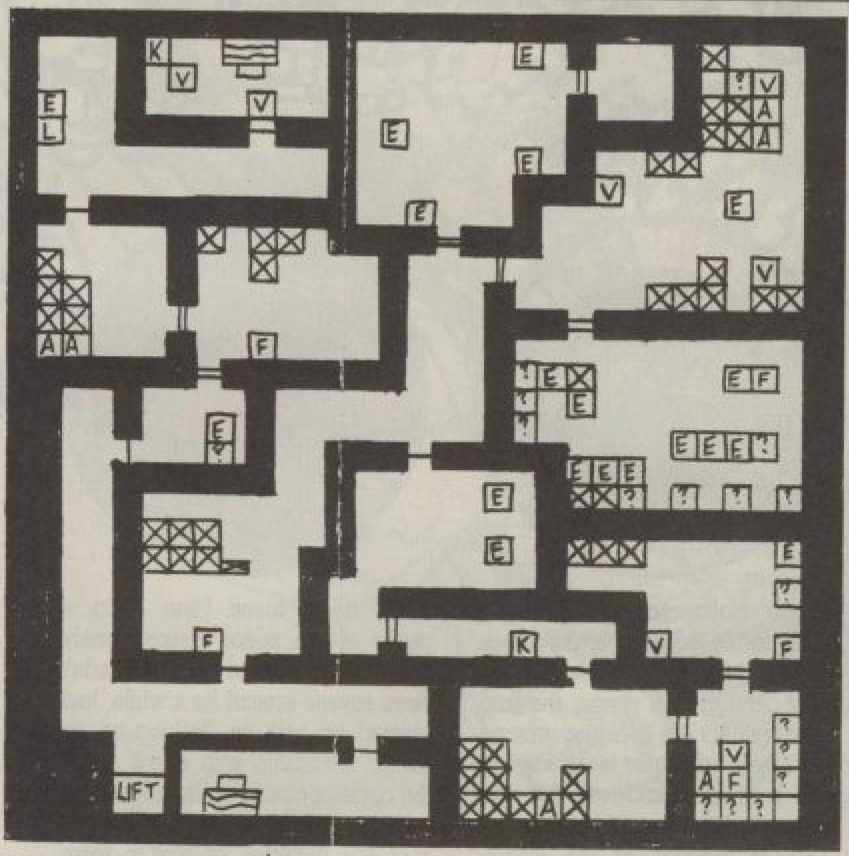
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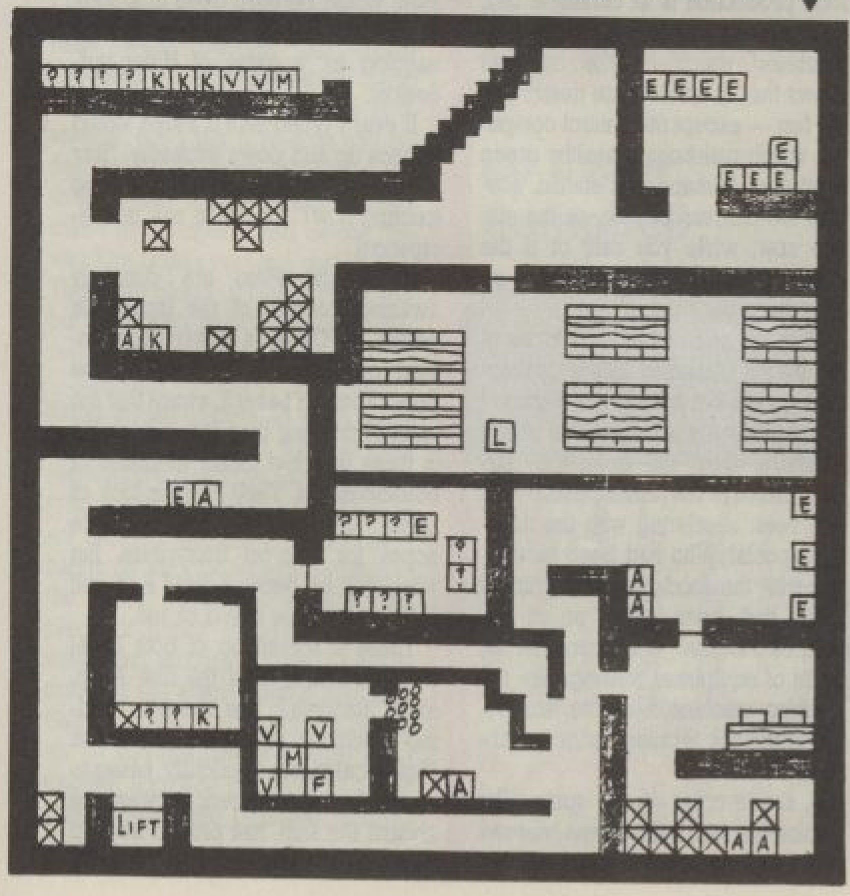


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BASEMENT ▲

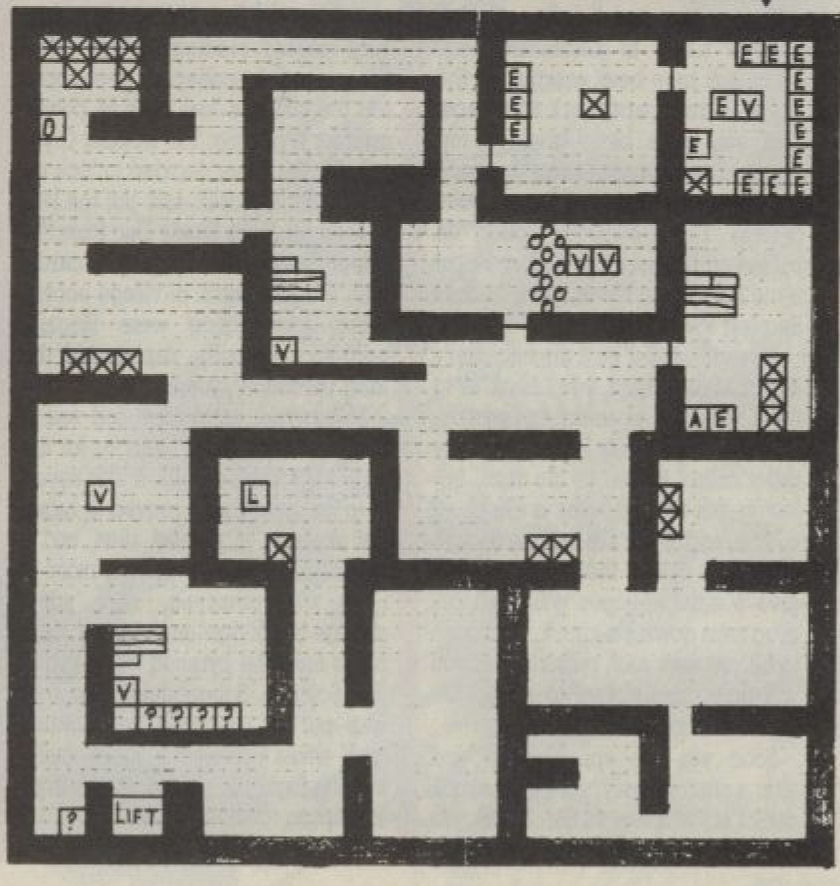
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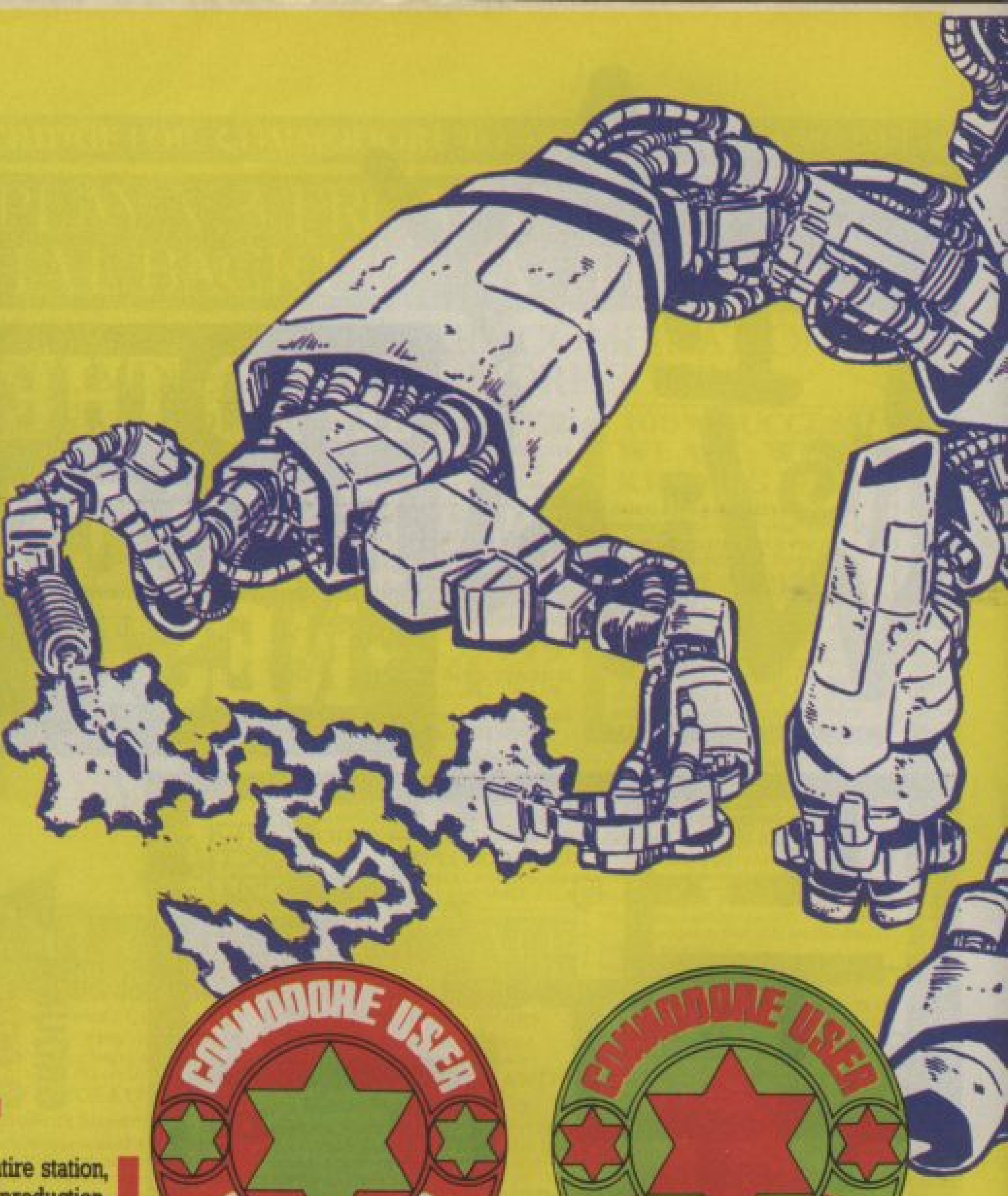
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L=LIFT PASS
E=EXPLOSIVES
M=MEDICAL KIT
F=FOOD
D=DETONATOR, SHOOT TO ACTIVATE
V=VALUABLES: PAINTING
JEWELS
VASE
PENDANTS

?=PACKING CASE, SHOOT TO OPEN
MAY BE : EMPTY
EXPLOSIVES
VALUABLES
⊠ = CASE THAT CANNOT BE OPENED
|—| = LOCKED DOOR
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2nd FLOOR ▼



# INTO THE VALLEY



## STATIONFALL

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Floyd is back! Yes, that lovable, playful, and exasperating little companion, who thrilled thousands of adventurers in *Planetfall*, makes a welcome comeback in Steve Meretsky's sequel — *Stationfall*, the latest game from Infocom.

Now promoted from Ensign Seventh Class to Lieutenant First Class, you have been assigned to the Stellar Patrol's paperwork task force. And you have been given a top priority assignment: take a space truck out to Station Gamma Delta Gamma 777-G 59/59 to collect 24 pallets of Request For Stellar Patrol Issue Regulation Black Form Binders Request Form Forms.

Already armed with the necessary authorisation forms, you check in to the Robot Pool, to select an assistant. Will it be heavy duty Rex, the spindly robot called Helen, or the small fellow in bin 3? The latter is Floyd, of course, and if you are callous enough to choose one of the others, he will give a little whimper whilst an oil-drop runs down his cheek… Enough to fill you with such remorse that you will immediately want to restart the game, and make amends!

Soon you are space-borne, and after a short journey, your spacetruck docks at the space station. But as you alight your craft, you become aware that all is not well. The entire station, whose sole function is the production, collation and recycling of forms for the Stellar Patrol, seems strangely deserted. So does the hotch-potch of moored and interconnected craft making up an unofficial 'village' attached to the station.

Strange noises emanate from the lower levels of Gamma Delta Gamma, and soon you discover that they have recently been sealed off from the rest of the structure — from the other side. And it is those levels which house the all-important life-support systems, and computer control.

Heading for the Commander's quarters, you find his log. It makes very uneasy reading. It had been discovered that villagers were stealing the station's fuel cells to power craft for joy riding. The missing Commander therefore decided to lock up the remaining cells, and put the key in his safe. Next, Shady Dan from the village, was caught forging ID cards; then a whole batch of village access authorisation forms were illegally validated — so the captain hid the form validation stamp.

Meanwhile, an unidentified space ship was discovered heading for the station. On interception, it was towed in to the station, and proved to house the skeleton of a dead alien, and a mysterious pyramid. Nothing more of note was observed, save some strange black dots on the inner walls of the hull. The pyramid was taken to the Science Sub-module, where it was put in the biological holding tank, whilst Professor Schmidt analysed the flight path of the vessel, in an attempt to trace its origin.

Not long after this, machinery started malfunctioning. First the No.22 forms collator broke down, quickly followed by web-feeder No.17. And now, it seems, the automatic welders are behaving strangely. In their search for leaks from the hull, is it a coincidence that they frequently head towards you…?

An examination of the monitor screens in station control, reveals that food production is at condition red, and printing at condition yellow. A continued watch on the monitors shows that all systems are deteriorating fast — except the control computer, which maintains a healthy green condition. Perhaps you should activate the distress beacon on the station now, while you can, or if the power is insufficient, the beacon on your own space truck?

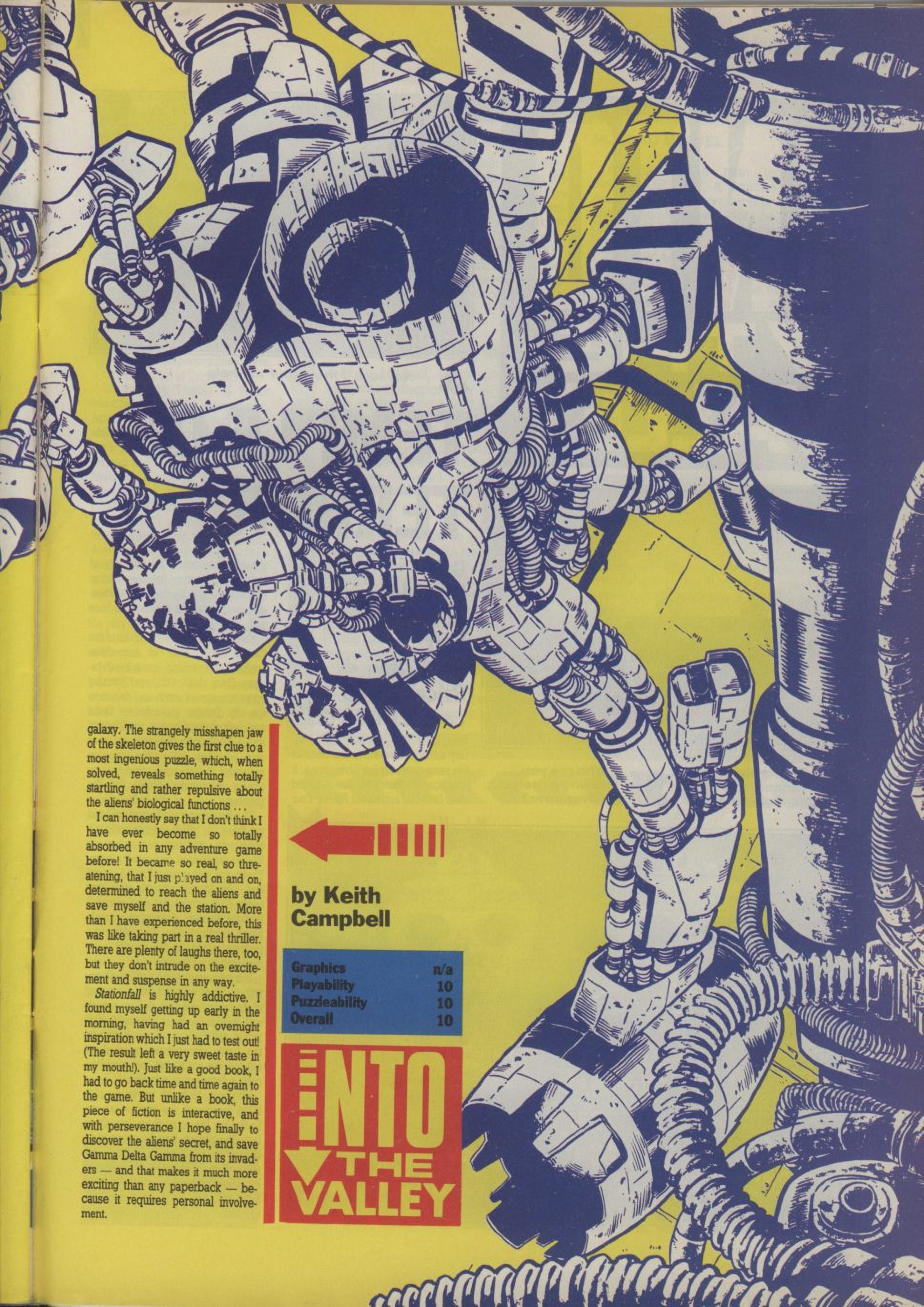
With the plans of all nine levels of the station (included in the packaging) spread out beside me, I started to methodically explore the whole structure, from the dome-top gardens, down to the printing plant. Who had been interfering with the nanofilm spools? Who had been tampering with the food dispensing units? What had been going on in the science module? Why were certain items of equipment missing, like the washing machine from the laundry, the computer terminal from the library?

A shiver crept up my spine. The tension that had built up was relieved only by the ubiquitous Floyd, and his newly found friend Plato. Plato, a native of the space station, lonely since he had noticed that there hadn't been anyone around for a while, had teamed up with us. Striking up an instant friendship with Floyd, when the constant chatter wasn't about such robotic subjects as the best way to recharge batteries, or how to solve seventh level differential equations, Plato would be seen deep in a book of poetry, whilst Floyd would be nagging for a game of Hider-and-Seeker.

If ever I typed SAVE, Floyd would bounce up and down excitedly. "Boy — are we going to do something exciting now?" he would ask in anticipation!

Floyd and Plato are currently awaiting the end of the incubation period for Oliver, a newly programmed robot, who lies unattended in the Robot Shop on Level 5, aware that the most frightening time in a robot's life is those first few lonely moments of consciousness. They like the look of Oliver, and his name, too, and have hopes for a great triumvirate. But when will he become live? And will he turn out to be friend or foe…?

There is something of both Level 9's *Snowball*, and of the film Alien, about *Stationfall*. The ominous welding machines are quite like those Nightingales, but, thankfully, easier to avoid. And the mysterious presence aboard the ship, has proved beyond doubt to have emanated from a far off



galaxy. The strangely misshapen jaw of the skeleton gives the first clue to a most ingenious puzzle, which, when solved, reveals something totally startling and rather repulsive about the aliens' biological functions . . .

I can honestly say that I don't think I have ever become so totally absorbed in any adventure game before! It became so real, so threatening, that I just played on and on, determined to reach the aliens and save myself and the station. More than I have experienced before, this was like taking part in a real thriller. There are plenty of laughs there, too, but they don't intrude on the excitement and suspense in any way.

*Stationfall* is highly addictive. I found myself getting up early in the morning, having had an overnight inspiration which I just had to test out! (The result left a very sweet taste in my mouth!). Just like a good book, I had to go back time and time again to the game. But unlike a book, this piece of fiction is interactive, and with perseverance I hope finally to discover the aliens' secret, and save Gamma Delta Gamma from its invaders — and that makes it much more exciting than any paperback — because it requires personal involvement.

**by Keith Campbell**

| | |
|---|---|
| Graphics | n/a |
| Playability | 10 |
| Puzzleability | 10 |
| Overall | 10 |

# INTO THE VALLEY

adventure, which is very much a hack and slay quest, a whole new playing technique, which is rather fun, and gives the player a certain feeling of invulnerability.

It is a big game, and there's plenty to explore, all illustrated with an instant-display picture for each location. On the other hand, for the text adventurer who would sooner have richer text than graphics, both disk and cassette copies have a non-graphic version included, with enhanced text. But don't expect too much from the enhancement — there are only minor extra phrases to be found here and there. Perhaps, if you're not too keen on pictures, the biggest gain from playing this version is a speeding up of the response.

Unfortunately, Temple Of Terror has a few faults which rather spoil it. Apart from one or two very noticeable spelling or typing errors (and I think INCENDARY was one of the former) some of the messages, too, have got mixed up. For example, when casting the shrinking spell, CAST SHRINKING AT TROLL results in AT WHAT? whereas other spells work perfectly well. This, I suspect, does not prevent the said spell from working, it merely stops it from being used in the wrong place in a misleading way. Sometimes, too, there is no confirmatory OK message, leaving the player wondering if the command entered has been accepted and acted upon.

My other complaint concerns vocabulary. There are too few alternatives available, so that you must ENTER BOAT rather than BOARD it, GO BRIDGE instead of CROSSing it, and so on. Some objects, too, seem to be recognised by their adjectives. A particularly dangerous situation arises outside the city gate, where a Serpent Guard is on duty. You have just one move to do the right thing, or die. The trouble is GUARD is not recognised as the object of your attack — it has to be SERPENT. Perhaps this is due to memory constraints — if so, a few less 'empty' locations would have been preferable.

In conclusion, what should have been another sparkling adventure from Adventure Soft, is tarnished just a little at the edges, for want of that final bit of polish. If you buy it, (and I do not suggest that the faults I have described should put you off it if you otherwise like the sound of the game) I would recommend getting the cassette version. This is an in-memory game that can be played with the disk out of the drive. The £5 difference is well in excess of the extra cost of the medium.

Graphics 8
Playability 8
Puzzleability 7
Overall 7

# NEWS

### 64 JACK WILL BE DELAYED!

St. Bride's School's latest adventure, Jack The Ripper, will not appear on the 64 for some time yet. St. Bride's are using the new PAW — Gilsoft's Professional Adventure Writing System, to produce the game, and at the time of writing, there is no 64 version of PAW.

Developed on the Spectrum, Jack The Ripper is to be no comedy adventure. Instead it will be a horror game — taking a leaf out of Rod Pike's book, perhaps.

### WEDDING BELLS FOR 'MR HOBBIT'

Phillip Mitchell, ace programmer who was mainly responsible for what must rank as the world's best selling adventure game ever, The Hobbit, has left Beam Software, the company who have for so long produced games for Melbourne House. Among their titles has been Sherlock, Castle Of Terror, and Lord of the Rings, as well as The Hobbit and the recent Shadows Of Mordor.

Phillip left Beam to get married. Is writing adventures as heavy a commitment as marriage? "No!" exclaimed Beam's John Haward, "But to get married one has to earn enough to support a wife!" This, apparently, is not possible writing games software, and Phillip has left for the world of business programming.

We wish you well, Phillip, and do keep in touch with us — we've all struggled through your games, and still will for quite a few years yet!

### MORE TO MARVEL AT

Adventure Soft plan to launch, through US Gold, a Captain America Adventure. Based on the Marvel Comic character, this will not be another Questprobe, but something entirely home produced.

Captain America should be ready in time for release at the PCW Show in September. Meanwhile, the next Fighting Fantasy adventure from Adventure Soft will be Swords of the Samurai.

### WHERE IS KNIGHT ORC?

What has happened to the long awaited next adventure from Level 9? Originally due to be released in May, ahead of Guild of Thieves, this game, introducing Level 9's new interactive system, is still under test and possible modification. No release date is being mentioned at Rainbird.

Meanwhile, mystery surrounds Level 9's future plans. With Fergus McNeil, normally a most forthcoming young man, under contract to keep his lip buttoned about the game he is currently writing on the new system, rumours are circulating that the Austins are about to drop adventures for the world of arcade games.

Can there be any truth in this? Mike Austin has certainly indicated his intention of writing one such game — but what adventurer can imagine a world without Level 9 adventures? Come on, you three, stop kidding and give us your next one!

## ADVENTURE CHART

| TM | LM | | |
|---|---|---|---|
| 1 | 2 | Portal | Activision |
| 2 | RE | Masters of the Universe | US Gold |
| 3 | 2 | Sydney Affair | Infogrames |
| 4 | NE | Killed Until Dead | US Gold |
| 5 | 5 | Kobyashi | Mastertronic |
| 6 | 9 | Jewels of Darkness | Rainbird |
| 7 | 3 | Silicon Dreams | Rainbird |
| 8 | 8 | Pawn | Rainbird |
| 9 | NE | Leather Goddesses of Phobos | Infocom |
| 10 | NE | Lord of the Rings | Melbourne House |

# VALLEY Rescue

Firebird's *Imagination* has stretched the imagintion of Eddy James to the limit. How can he get past the Japanese soldier, or get the elixir of strength from the citadel?

Who is into Shakespeare? Susan Brewer of Harlow is stuck in *Macbeth.* She's chopped the gibbet with the axe, but how can she get out of the location? How can she open the jar in the witch's scene? And has Susan found a bug, when, having landed the newt, she gets the message "There is no newt here" when she tries to take it?

Here's a problem we don't seem to have taped, and it is currently worrying *Kentilla* player D. A. Truman of Woodstock. How do you get past the large troll in the Troll Guard Room of the Black Tower?

Help is at hand for Stuart Johnson, and all other *Williamsburg 3* players who are religiously trying to get into the church. Philip Stokes writes from Welwyn Garden City with the answer to your prayers, which you'll find in the clues section.

T. Knight, of BFPO, is thirsty! He is standing by a well, and yet can get nothing to drink! He is playing Barsak The Dwarf. Who will stand him a round?

And finally, how do you get past the native on Dracula Island?, asks Benjamin Coppin, of Guildford.

## A closer look at . . . Tass Times in Tonetown

Ragnar Tornquist lives among the fjords, but whilst taking a short break in Tonetown, he found Gramps. But now the creatures in the well are loose, and it seems Snarl has locked himself inside his house. "If an answer to my cry is not forthcoming," says Ragnar, "Well Keith, you can only imagine a Viking's revenge . . ." No — anything but the allidiles, Ragnar!

Meanwhile, here, thanks to Erik's friend, are a few hints to guide you to the elusive Gramps.

Make off with a zagtone whilst interviewing the group. Make sure you have a blobpet, and three moves on from the concert you will find a metal card. For help in the well, catch a devil in the forest, whilst wearing mitts and holding a jar.

Gramps himself is a boat journey on from the entrance to the Ennui Estates. The card will prove useful then, and five seems like a lucky number. There will be music in your ears as you free the old codger.

## The Pawn — have *you a* hardware problem?

A number of readers have written in a state of desperation, unable to play more than a little of The Pawn (C-64 version) at a time. Even their backup copy fails after a few minutes.

This sounds like the trouble I had with my pre-production copy. Except that it wasn't the copy that was faulty, it was my 64! Very early on in any session, the program crashed. Naturally, I thought at first it was a drive problem — but I had it checked out and it was perfectly OK.

## CAMPBELL'S COMMENT

Eventually, Magnetic Scrolls became so alarmed, they despatched Roddy Pratt, who wrote Scrolls' C-64 adventure system, to examine my set up. And, much to their relief, it turned out to be a hardware fault on the VIC chip in the computer itself, rather than a software problem.

Roddy later came up with the following one-line program to test for this condition — try it if you suspect your 64 is suffering from the same problem:

```
10 POKE 53265,63 : POKE 53265,31 : GOTO 10
```

You should see a band of blue rolling up the screen over a red and black pattern. If this crashes within a few minutes, you VIC chip is faulty — take your 64 to a reputable dealer, and get the chip changed!

**WINTER WONDERLAND:**
**To copy a master, use soap as a mould.**

**WILLIAMSBURG ADVENTURE 3:**
**To get into the church, push the stone in the graveyard, and enter via the secret passage. A music book would come in handy, once you are inside.**

**GUILD OF THIEVES:**
**A sweet and meaty mixture may prove succulent.**

**LEATHER GODDESSES OF PHOBOS:**
**For small change try a cold bird.**

**BUREAUCRACY:**
**Slip in the back way while she's attending to Cecil!**

**THE PAWN:**
**Shine and point to avoid being dinner.**

**TEMPLE OF TERROR:**
**Carry a flame to scare a giant to choke a worm.**

# CAMPBELL'S COMMENT

Beam Software, who wrote *Shadows Or Mordor*, were understandably perturbed at my reviews of the game. So much so, that John Haward, head of Beam, took the trouble to telephone me from Melbourne.

His immediate suggestion was that I hadn't played the finished game, and that I should look at the final disk version which I had been sent since writing the review.

This I did, and found graphics that were substantially better as well as being more plentiful than in the cassette version. However, each one took upwards of 20 seconds to load, and did so every time a graphic location was entered, unless the text-only option was chosen at the start.

John explained that the response time is slow due to the incredible amount of processing carried out by the 'animaction' system — that part of the program that causes the various characters to act independently and do their own thing.

My main criticism, which I reiterated, was the sheer boredom of the plot, the uninteresting and unexciting nature of the puzzles. Beam had been criticised fairly heavily over its deviations from the plot and atmosphere in Lord of the Rings, said John, so had stuck more closely to it, this time. The plot, he pointed out, covered exactly that part of the novel concerned with the journey of Frodo and Sam over very difficult and depressing terrain. So it might, but then a whole game devoted to that part of the story should not, perhaps, have been attempted.

My own approach to reviewing an adventure is that if at any stage it gets too boring to hold my interest — I simply stop playing, and say so. If, in attempting to solve the stubborn problem, I am not given the incentive to persist, by way of a little light relief, then the game is boring.

It was with these guidelines in mind that I played and wrote about Shadows of Mordor. It is never a pleasure to give any game a bad review — particularly when it is a game with some substantial background. But having decided that that is what is deserves, it is pointless pulling the punches, and to avoid making the review as dull and boring as the game, it has to emphasise the bad points in an interesting way, whilst maintaining a fair overall balance.

Playing the final version on disk, whilst showing that some polishing had made marginal improvements on my pre-production cassette review copy, in no way overcame my main criticisms of the game — that it is just deadly dull and boring.

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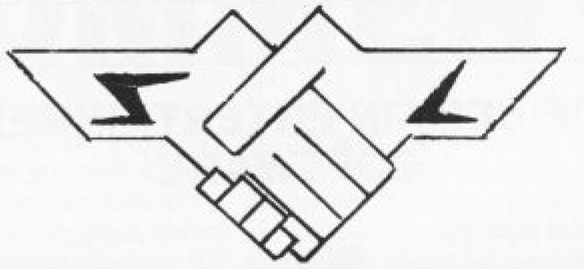
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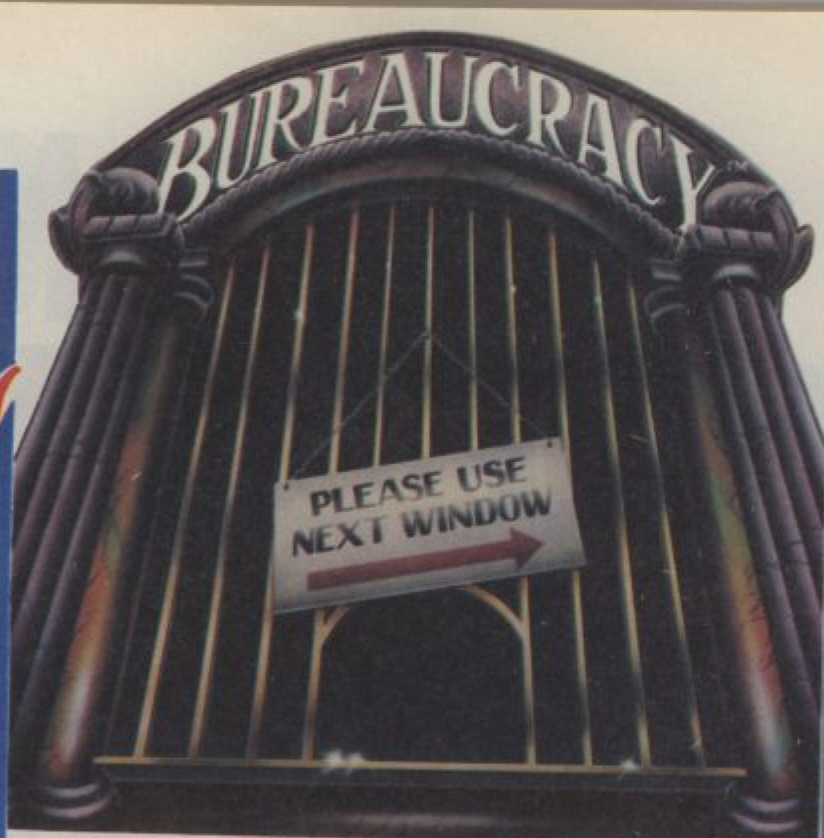
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# BUREAUCRACY

Douglas Adams — the man who brought you *Hitch Hikers Guide* is back again with *Bureaucracy* — the latest smash from Infocom.

If you're the sort who gets thoroughly frustrated by officious people who won't let you get on with things, then you'll enjoy *Bureaucracy*, but be warned — some of the problems may leave you just as frustrated as the real thing!

It all starts when you change jobs and move house. The removal men have failed to deliver to your new address, and your bank will not acknowledge that you have moved, due to your change of address form not having been processed. You have no cash in your account, and your credit cards are either over the limit or expired.

But not to worry, The Happitec Corporation, your new employer, is sending you on a two-week trip to Paris, all expenses paid. A money order for $75 spending money, is in the post. A niggling worry starts, when, examining the contents of your mailbox, you discover a leaflet addressed to the place next door. No sign of a money order, and without cash, the Getlost cab company are not going to take you to the airport!

Exploring the neighbourhood, you soon discover that the mail for the whole road has got mixed up, so in desperation you start scrutinising everyone else's. What makes this quite realistic, is that before you started the game proper, you were obliged to fill in an application form for a licence to play it. Thus your name and address is built into many of the messages that follow. If you live at number 17, for example, the road stretches from the Bank at 14, through to a mysterious house at the other end — No 20. However, if you live at No 1, some of this realism is lost, since, to keep the road layout the same, you are accused of making an error on the form, and assigned house number 15.

In the search for your money order, you will cross paths with a couple of undercover agents, a hungry llama, a deaf old woman with a powerful elephant gun, and a fanatical philatelist. Not to mention an obnoxious nerd who will constantly try to sell you junk gadgets, and won't take no for an answer.

Eventually, you will be saved by your poor financial state. For failing to repay your Excess Card account, the firm has had no option but to send you a cheque made out for a negative amount. All you have to do is to figure out how to persude your bank to turn this into positive cash, and you're on your way!

At last you feel sure you can sit back and relax and enjoy a less demanding part of the game! What could be easier than catching your Omnia Gallia four o'clock flight at the airport? Many things — Omnia Gallia, you discover, has sold out and ceased operations. Nevetheless, after a tiring round of the airline desks, seemingly trying to hit a moving target, you catch up with Air Zalagasa, who have agreed to honour Omnia Gallia tickets.

Zalagasan food, as everyone knows, is disgustingly vile, and aboard your plane, the stewardess absolutely insists you eat it. In fact, how to not eat it occupies your wits for much of the journey, until you have solved yet another of those delightfully simple yet baffingly unapproachable Infocom problems.

The detail in this game is immense, even by Infocom standards, and for that reason, *Bureaucracy* will not be available for the 64 — a minimum of 128K of memory is needed to run it.

That detail tends to prevent boredom during a difficult stage with a puzzle, whilst you are inevitably attempting all the 'non-solutions'. For example, I decided, in desperation, to hire the cab under the false name of Fassbaum. No good — I was soon sussed. So I rang again, with my 'real' name. The cab office was suspicious: "You sound like Mr Fassbaum to me — sure you're not a prankster?"

Next, I tried giving my address as that of the old lady up the road. She had the habit of answering her door with her elephant gun, so I reckoned she might shoot the driver, allowing me to make off in the cab. And I was right! "We don't send cabs to No 18 any more," explained the man in the office, "Our drivers kept getting shot!"

Scoring is out of 21 points (few are easy to come by) but an additional factor is the player's blood pressure. If it rises too high — curtains! And believe me, it can shoot up alarmingly at the airport!

And here's some advice for potential players. There are certain strategic points at which it is almost essential to save the game if you are to have any hope of solving the puzzle ahead without replaying from scratch a number of times. Save when you have the cheque, save when you reach the airport, save once you are aboard the plane. More than that I can't tell you at the moment — I'm dangling on the end of my parachute, which is caught up in the plane's escape hatch!

A totally unbelievable fantasy with a nasty ring of truth about it, *Bureaucracy* is a hilarious game. Perhaps the humourous text is slightly overdone in places, but there are plenty of good, solid belly laughs hidden in memory, just waiting to be screened! The boys from Boston also have to take a ticking off though—for producing a game that only runs on the 128 or Amiga. What about the 64 owning faithful Infocom?

My lower 'overall' rating reflects the price. I think £35 is just too much for any game — £20/25 would have brought this within reach of so many more players.

Fillmore Fiduciary Trust EST. 1907

INTO THE VALLEY

| | |
|---|---|
| Vocab/Parser | 8 |
| Graphics | n/a |
| Playability | 9 |
| Puzzleability | 10 |
| Overall | 7 |

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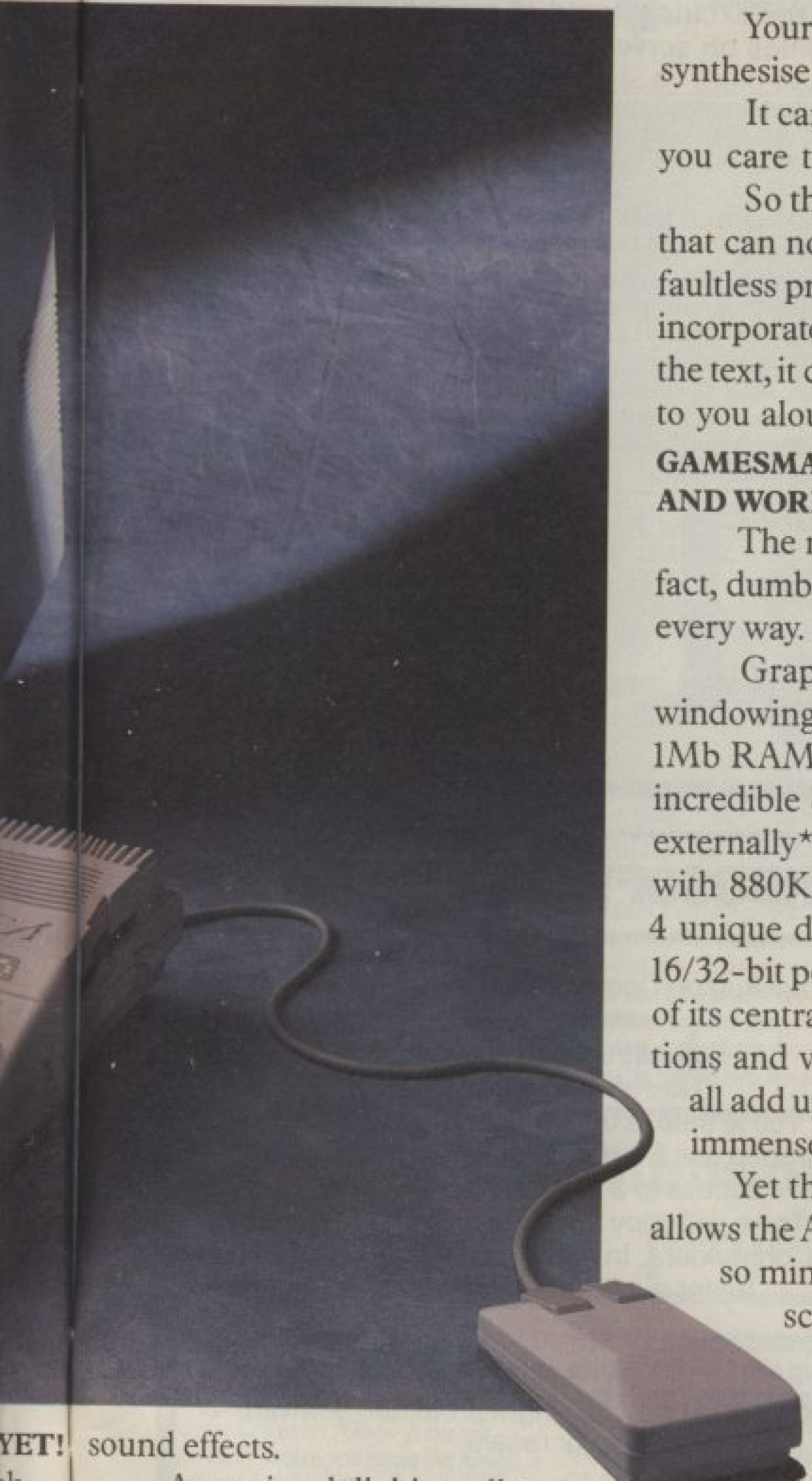
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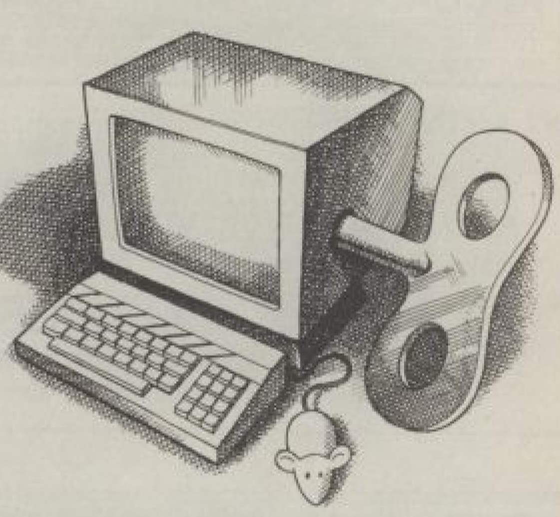
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AMIGA

Commodore

**Popular Computing Weekly*, 22-28 May 1987. †*Personal Computer World*, February 1987. ***Subject to availability.*

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# Tommy's Tips



"Cap'n Tommy — we're picking up some queries . . .

## Ink think

**I was glad to see Commodore User intends to support the new Amiga A500, which prompts my question. I am thinking of upgrading from the C128 to the A500 because the graphics on the Amiga are superb. I already have a CBM 1901 colour monitor and want to know if I can use this with the Amiga, rather than having to buy the Amiga monitor. Failing this, can the Amiga be used with a TV until I can save up the extra cash? Secondly, I have heard that you really need two disk drives with the Amiga; is this true?**
***C Bolton***
***Gosport***

The answer to your first question is a qualified 'Yes'; the Amiga can be used with the 1901 monitor. The qualifications are that you will have to make up your own leads (or get them made up for you), if you use the composite video output of the Amiga you will lose quality and if you use the RGB input to the monitor you will lose the incredible colour range of the Amiga. This is because the Amiga uses analogue RGB signals to give the 4096 possible colour combinations, whereas the 1901 only has digital RGBI inputs to give 16 colours. I suspect you may need a converter to use analogue RGB anyway.

As for using a TV, there will be a TV modulator available for the Amiga for about £25 extra. Although this will certainly enable you to use the Amiga, it will not do full justice to the graphics display that attracted you to it in the first place and will probably disappoint you if you are used to the quality of the 1901 monitor. However, the Amiga does have the ability to alter the number of chars per line from 80 to 60 to give better quality text on a TV or composite video monitor.

As for needing two disk drives, there is no doubt that this makes life much simpler, since the Workbench Disk needs to be in use most of the time. If you are primarily using the A500 for games then this is not goint to be a problem. Even if you occasionally use it for business type applications, having one disk drive just means swopping disks when the system prompts you. However, anyone using it regularly for business applications should definitely consider getting two drives.

## Monitoring project

**I have a Commodore printer which I use quite a lot and I find I go through ribbons quite quickly. I have seen adverts for re-inking ribbons or devices which will allow you to re-ink them yourself. It could save me quite a bit of money, but I have been told that I could damage my printer by using re-inked ribbons. Now, I don't know whether to risk it or not, so can you help?**
***J Burrows,***
***Twickenham.***

If you are really using your printer a great deal, ie virtually every day, tnen my personal advice would be to stick to brand name ribbons. The reason for this is that unless the re-inking is done very evenly, you can end up with excess ink in parts of the ribbon. What happens is that some of this excess ink can get onto the pins in the print-head and cause sticking. The result is that you can end up with uneven printing because the pins are not hitting the ribbon with equal pressure. Secondly, by re-inking a ribbon, perhaps more than once, you are extending the life of the ribbon fabric beyond its normal limit. If a ribbon starts to fray, then this can catch the pins and bend them, which means a new, and expensive, print-head. In the commercial world, damage or failure caused by using non-branded or re-inked ribbons is often not covered by the maintenance contract for these reasons. If you are only using your printer for a small amount of internal printing then you might be able to get away with a re-inked ribbon, but then the cost saving is going to be much smaller anyway. Basically, if you wouldn't put old oil back in your car, don't put old ribbons back in your printer!

## Key bleep

**I've got a 64 and I would like it to behave like a very expensive computer. On some of the very expensive computers they have an option to make the keys bleep when you press them. I can't get this to happen on my computer using Basic.**
***Dominic Whittingham,***
***Silversdale, Staffs***

Unless you are doing it within your own programs it is not possible to do this using BASIC. If you want the computer keys to beep when editing etc, then you will have to use a machine code routine and change the interrupt vector so that your routine is called every time the keyboard is scanned to see if a key has been prerssed. The following program will load such a routine into memory and then activate it. Remember to save it before running it the first time. If you use RUN/STOP RESTORE then re-activate the routine with SYS 49152.

```
10 REM KEYBEEP ROUTINE
20 FOR A=O TO 71
30 READ X: POKE (A+49152),X
40 T=T <> 8191 THEN PRINT "DATA
ERROR": STOP
60 SYS49152: POKE49196,1
70 PRINT "POKE 49196,0 TO STOP
BEEP"
80 PRINT "POKE 49196,1 TO START
BEEP"
90 END
100DATA
120,162,24,169,0,157,0,212,202,208,
110 DATA
250,169,4,141,5,212,169,53,141,1
130 DATA
212,169,8,141,21,3,169,43,141,20,
140 DATA
3,88,96,169,1,208,8,162,32,142,4,
150 DATA
165,197,201,64,208,8,162,32,142,4
160 DATA
212,76,49,234,169,33,141,4,212,76
170 DATA 49,234
```

Tommy's Tips

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| SPACE DOCK | BARRICADE | CONNECT |
| 3 D OXO | HEAD ON | DRUM KIT |
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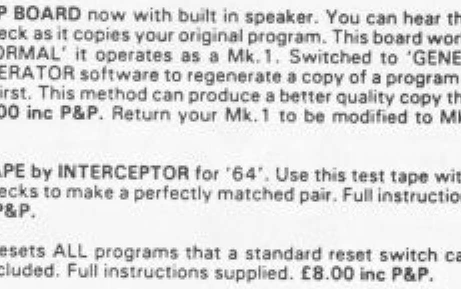
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C NEXT MONTH U

C NEXT MONTH U

# Hot Shots

By Mike Pattenden




Thousands of you turned up and beat the mean Ed at Barbarian on our stand at the Commodore Show. Below — the final thrilling instalment of CU in Space.

Gotcha! Thought you'd sneak up on me did you? Well I'm ready for you, loaded as usual with all the dirt on that great circus we call the software world. This month I thought I'd give you something useful. It's a reference guide to help you decipher the kind of thing companies come out with when questioned by hacks like myself in this and other publications. Use it to translate all the bull you hear from them. I'll see you next month with a gamer's guide to Europe.

### SOFTSPEAK — A READER'S GUIDE

It's 99% finished
*We've done the loading screen.*

We're running late
*The programmer's disappeared*

We can show you a demo
*Do you know anyone who can finish it?*

We're bullish about the market
*We're going bust.*

It didn't do as well as expected
*We've gone bust.*

This is completely original
*We ripped it off from something you've never seen before.*

It's state-of-the-art
*It's a platform game.*

It's a revolutionary concept
*It's a shoot 'em up.*

It's a big licence
*We had to pay for this one.*

This is a major investment
*We'll bung out a sequel in six months time.*

It'll be out on all formats
*If the Spectrum makes any money we'll convert it.*

We researched it thoroughly
*We had a good idea in the pub.*

We've got rid of all the bugs
*It won't load.*

We're doing a big launch at the show
*See you in the bar*

It's an exclusive for you
*Everyone's got it.*

We're keeping this one under wraps
*Everyone knows.*

It's 100% pirate proof
*It's going a bomb in Sweden.*

Rob Hubbard did the sound
*The game's crap.*

Three months on and I'm still playing it
*It's stopped selling*






'Crafty' Dave Martin has a word in Ronnie's 'shell-like' about his next game Armageddon Man. "You'll have to speak up Dave, I can't hear," says Ron.



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